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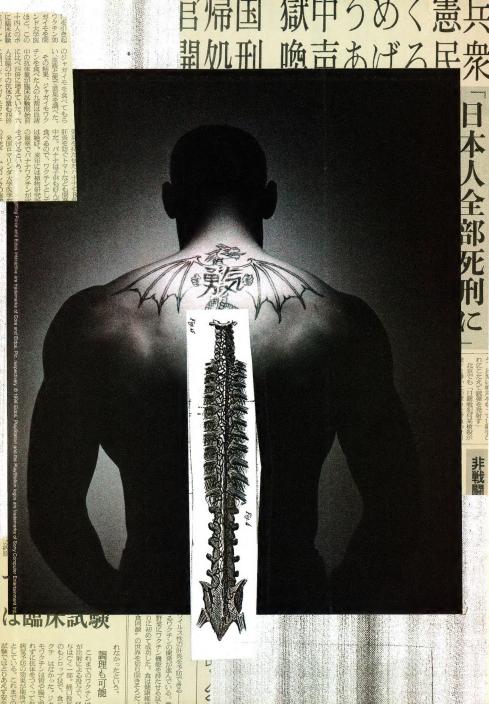
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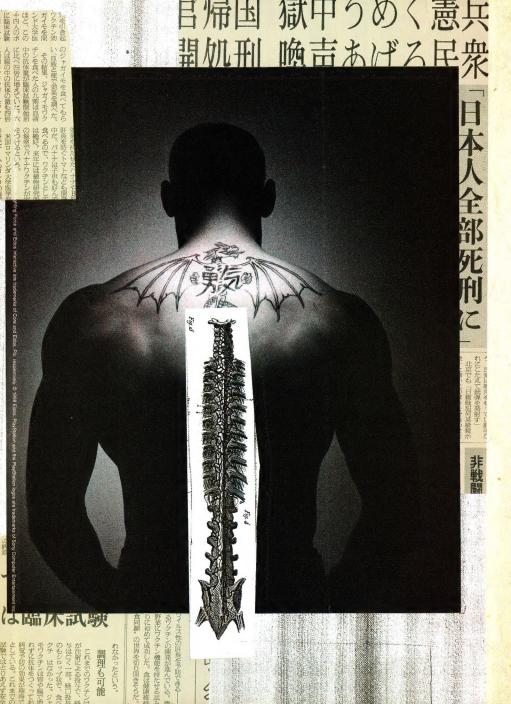
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vertebrae.

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#### The Loony Season Has Started

By John Davison • john\_davison®zd.com



elcome to the point in the year where everything goes completely and utterly bonkers. For the past few months everything has been ticking along nicele, and all of a sudden the gaining market wakes up...and POWI there are squillions of titles on the brink of release. As you can probably tell by the somewhat weighty nature of Edin this month, we have a lot to tell you about all of a sudden. It seems the run-up to the holidays has begun, and it's only onging to get more and more interesting.

over the next few months.

Like the movie industry, the gaming scene has its seasons and, Ironically, just as the pre-Christmas movie drought starts, the torrential downpour of games begins, Our "Coming Soon" list has nearly 2000 games to it this issue, and that's just looking at podurics over the next three months. Sure, there are that the properties of the properties

mean uses a solo, inmo rauser 3, zensa and then this month's cover star Star Wars: Rogue Squadron. But this year's real trouser-solling excitement factor doesn't end with what are certainly the best games on the current systems. Sega has already begun its prelaunch spooge-athon for the Dreamcast in Japan, and by the time you read this, the first datalls of Sowic Advoctures will have it waw.videogames.com.

#### "It seems the run-up to the holidays has begun, and it's only going to get more and more interesting over the next few months."

The new machines are very definitively on the way... Desamous its building some being mornormal min the overlapment ormaning, and it would seem that the experiment measurement of the experiment of the experimen

about the new Haystation.

So...expect some big changes again soon. The hardware will change, the games will change, maybe even the way that we play will change — and we'll make sure that EGM is providing you with all of the information you're going to need along the way.

Number 11.10
Cotober 1998

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levolutionary Track Edito tracks on a single Memory Card reals and stare 30 costern oth Track Editor

and, med, water, gravel, and ice urious All-Terrain Racing nd bons-crushing wips-ood ungo, sturts, hairpin turn





















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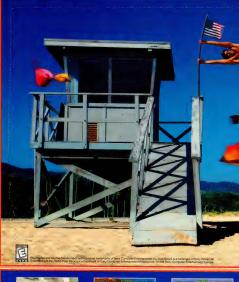
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Ultracia, 9 customizabie turbo-powered bouts, 5 different gemeptey modes, 2-plaje
unit sursen. Qual Shorif Analog Controller compatibility. Unbeforcable breaknock speed
unit to pro-that. Analogy other important places of plattering warm playsifestion.





#### Contents Electronic Gaming Monthly, October 1998, Issue 111

We slowed leff Gordon to subsonic speeds just long

Curious about what peripherals are out or on the way.

and if they're worth the price? Then look no further

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#### 234 - How To Build The Ultimate Gaming Rig

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#### coverage of Deep Fear, Radiant Silvergup and a few others 200 - Arcade Previews

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#### 100 - PlayStation Previews

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The evolution of games from 2D to 3D: Our News editor explores the subject and looks at what has gone wrong.





# PLAY IT LOUI

Cut your console free from that crappy TV. Hook it to our hi-fi gear instead and crank it to 11. Our 10-page guide to building the ultimate gaming system begins on page 234.



THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL



#### ACTIVISION.



ove without sound. Merge with air Strikes sion and stealth. You are a single in six



In each of the ten missions assigned your expenses has numbers but you have senething he doesn't skill, ownering and a crosel full of one twenty different fallal weapons and seein



So, if you're good, the first time anyone sees you will be the last. And you'r enemy will learn that silence isn't actually golden, but rather, blood red.

## TENCHU 文錄

LIVE BY HONOR.

















Tiny Tank's effects are some of the west impressive seen on a PlayStation the came itself is a technical wander."









in the future, evil robot warrious have driven manking underground. And it's

up to Tiny Tank to save the world. Sure he's small, but he's no wuss. He's got enough fire power to start

WWIII. and he's trigger brony So bringing his enemies down to his level and annihilating their pathetic

asses is a cinch. But whatever you do, don't call him Tiny. He may aim higher than your knee



Bue Bue

I'd like to wish Kelly Rickards the best of luck with what's going on in his personal life Keep strong and come back to the Review Crew soon.

Havociiio@aol.com

A Dangerous Trick

physically and mentally abused.

to death on our streets before

of the trash behind Joe's Diner.

receiver who catches the winning

to become the batter who hits the

touchdown pass for the Super Bowl.

grand slam that wins the World Series,

her world from destruction. They allow

to become the hero who saves his or

us to snowboard down a mountain

without running into a real tree at on

Mr. Politician, when you were once

desperados, or in my case Darth Vader

and his army of Stormtroopers? Video

exactly that, except that you don't get

any exercise or fresh air or sunshine (uh-oh, looks like I just gave Mr.

Politician something new to bark

game issue now, "VIDEO GAMES

MAKE KIDS FAT AND LAZY.")

The horror Oh, the horror

about. I can see the next anti-video

a child, did you not go out with your

cowboy vest and six shooters and

games are no different from doing

pretend to shoot up a trio of

miles an hour, drive a race car, fly a

fighter jet, travel to exotic locales

Save the children who are being

abused and those who are starving

tackling an issue that has no impact

a gutter, sleeping in a box, eating out

Video games allow us to become the

whatspever to the child who lies in

In your response to a letter sent in by Howard Kwak, you said the only way to play Saturn import games that require the 4 MB RAM cart is to get your Saturn modded. This is clearly not the case since I play my friend's

Compiled by Shoe You can write EGM at:

EGM Letters 1920 Highland Ave., #222

e-mail: EGM\_Mail@zd.com

please call (303) 665-8930, or check out

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include ur phone number and mailing address for Letter of the Month consideration)

Lombard, IL 60148

For subscription problems.

copy of X-Men vs. Street Fighter on my

Saturn with no internal modifications All you need is the game, the 4 MB RAM cart and a Saturn import converter cartridge 1) Pop in your X-Men vs. Street Fighter CD and your Saturn converter cartridge. 2) When you turn the nower on, it should go to the CD Control Screen. From there. select "Start Application."

3) You will get the little rings spinning around this button. As soon as they stop spinning, QUICKLY remove the import converter cartridge and insert the A MR RAM cart. You must do this very quickly, it may take a few tries, but it's worth it for a game such as X-Men vs. Street Fighter, Enjoyl

usani@teleport.com Cool, thanks for the trick! Just let us know

if you fry your Saturn, import converter or RAM cart from yanking cartridges in and out of a live machine For a safer method, read the next letter,

A Safe Trick

OK, I own a U.S. Saturn, and I have X-Men vs. Street Fighter, It's great-arrado perfect Now, how can I do this? Well, I have a nifty cart called the Action Replay Plus. It is four things in one. It is a converter fto play foreign games), a 4-Meg RAM cart, a memory cart and a cheat cart. It lets you play all your favorite lananese games. including the great Capcom fighting games.

Nick Spoles VtSnake@aol.com

Letter of the Month

Stick 'Em Up. Vader!

In reference to video game violence being detrimental to the minds of young people, I have to say this: Mr. Politician, censorship is a form of Nazism (Hitler had his cronies going around confiscating and destroying material that he and the governing body found offensive to them), Blaming video games for real-world violence is an easy out Mr. Politician, You know it. I know it Most acts of violence can be traced back to psychological and physical abuse from something in a person's past, not from a cartridge or a CD. I've been playing video games for almost 20 years now. In those 20 years. I haven't killed a single in his or her mouth or hit the Reset

button to try again Mr. Politician, the things that need taking care of are the drug dealers, pimps, child molesters, rapists. murderers, thieves and our revolving door of justice, not reputable companies like Nintendo, Sony, Capcom, Konami, Midway and the countless other game developers

Mr. Politician before you spend all this money and all this time on the video game referendum, spend It where it truly needs to be spent: educating our children, bettering our schools, cleaning up our streets and helping those who have been

So, you dressed up as a comboy when you "feegle" against Barth. When and his Brownian-general to a strange little robot some you. A strange little robot some you, when the settlementy, you can't how here he set little got in proceeding. We get a lot of mall this committee has been been also as a set little committee a robot some processing the committee a robot by profiled are a week.

violence in video games (see our news stery "Fluctions Restlity" into instal, We will disnays provide a female to the will disnays provide a female our conducts epithesis, but don't burget to write your facul accruator as until. They are the management as until. They are the management of the providers as the secondary as until full providers. It must be then trans from positions and import names of them below they

lay Ruddy

Irwinton, GA

D'oh. We failed to mention these wonderful devices that will let you play 4-Meg RAM cart games on your U.S. Saturn

SO STIFF, YOU'LL HAVE TO LEARN

# OWALK

ALL OVER AGAIN.



without a GameShark. That's a big booboo...sorry

You can find the Action Replay Plus or Ultra Madness Turbo Key (a similar product) at video game import shops. Or check out www.tronixweb.com or the Tommo ads found in the back of EGM for more information, Just be warned-these things are not perfect. You need to find recent versions of these products (the older ones may not work with Vampire Savior) and you may experience troubles with certain s-Meg cart games, like Samurai Shodown 4.

#### What's The Point?

What is with the ad for Panzer Dragoon Saga on the back of the Sentember issue of EGM? It is a cut-out mask for use by those unlucky souls (myself one of them) who were unable to get their hands on a copy of the game. This ad can't be designed to sell Panzer Dragoon Saga, because it came out a while ago and is already sold out everywhere. So why was this ad made and but in such a prominent position: the back cover of the magazine? Is this part of an ad campaign for a rerelease of the game in larger quantities?

Or is Sega playing with our minds by telling us that our imaginations and a crappy mask can make up for the lack of owning an awesome game? Since my imagination has been used so little in the past few years (video games leaving less and less to the imagination and all), I hope this is not their view, and that the former hypothesis will prove correct.

idnonc@aol.com

The ad serves two purposes: 1.) It's keeping the Sega name brand alive until Dreamcast comes out, and 2.) It's promoting the next shipment of Panzer Dragoon Sagas At the time of this writing, Sega is preparing to ship out the fourth run of this hot RPG. Better grab it if you can.

#### How Do They Do That?

I've read in your magazine how problems with RAM are preventing games like X-Men vs. Street Fighter from coming to the PlayStation in complete form. Yet at the same time. I read about Tekken a being ported over to the PlayStation in near perfect arcade style, with extras like Force Mode. My question is, if 2D fighters are so "simple," why are they being brought home in such poor shape? If the PlayStation doesn't have enough RAM to have tag teaming in X-Men vs. SF, how can Tekken 3 be so large and stay so close to perfect?

Jason Shepherd shepfam@siu.edu

Think of 2D fighting game characters as little cartoons, with many cells of animation. Each frame of animation in a sprite (a flat, movable 2D object such as the fighters in X-Men vs. SF) has to be stored in a system's graphics RAM (Random Access. Memory-temporary memory that can be accessed instantly, as opposed to ROM or Read Only Memory-permanent memory that reads off of various storage formats like CDs or cartridges). So when a 2D Ryu is on the screen, the system has already loaded off the CD and into RAM all of his animation "cells," from walking, crouching and iumping to throwing fireballs and launching dragon punches; every possible pose and

step Ryu can take on is in RAM, ready to

display in an instant.

For most 2D fighting games, the system has to have animation ready in RAM for two fighters at a time. No problem there. The problem with X-Men vs. Street Fighter is, a CD-based console has to have enough RAM to store four characters' sets of animation. unless you want to wait for long load times each and every time you swap characters (either that or it has to be a cartridge-based console, so the machine can quickly access

the ROM for the extra characters' animations). Since those swapping load

times would completely ruin the game. Capcom opted instead to take out tagteaming altogether (in their opinion, the lesser of two evils), thus saving what little RAM the PlayStation has for the two main characters and brief appearances by their teammates. Even that sacrifice isn't enough though-that's why you'll see slowdown and choppy animation.



Fighter so perfect? Because it has the help of extra memory, courtesy the 4-Mez RAM cart, And yes, theoretically N64 cartridges could support a complete, tag-teamin' X-Men vs. SF

In a 3D fighter like Tekken 3, however, the polyeons are calculated in real time by the PlayStation's powerful 3D processors. The PS isn't storing every possible frame of animation Eddy Gordo has, it's drawing what he should look like on the fly with geometry routines (something the PS is very good at), so RAM isn't as much a limiting factor here. You can do this with polygons. but you can't do this with sprites because each sprite is a solid 2D drawing (you can't "calculate" a 2D Ken punching: you have to have drawn out ahead of time each step of a

#### Question of the Moment

What was moment "coolest moment") in a video

game?

When I pulled off my first 31-hit combo in Killer Instinct Gold. KLOUDD@webty.net Remember that NES game

Golgo 13? I thought it was cool when he got laid at the hotel. Cha-ching! address withheld

Freeing Richter in Castlevania: Symphony of the Night then finding out that there's another whole castle.

golf-a-holic@luno.com Getting clipped by the space shuttle in Pilotwines 64.

BKellyosos@aol.com

Finding out there's a whole second adventure in The Legend of Zelda.

EvanAggie@aol.com Beating Lunar 2, getting pissed at the ending, finding the epilogue, seeing the real

ending, Happyl =) The opera scene in Final

NIDevsFan@aol.com I think you guys will agree with me on this-the first time you saw Street Fighter II. wrecker316@iuno.com

dbaker@inwave.com

In Resident Evil 2, when the licker jumped through the mirror in the interrogation room. Scared the hell out of me.

Whitingdjs@aol.com When the Metroid saved you from the Mother Brain in Super Metroid.

Dux33@aol.com Master Chop Chop's rap. The first time you play [PaRappa], you don't know what to expect. All of a sudden, an onion starts

her body into the water in FFVII. Definitely the coolest and most moving moment in gaming history. duran\_a73@hotmail.com The first time I turned off War Gods on my friend's

In Tomb Raider II, when I

butler in the freezer so he

couldn't follow me around

boywonders4@hotmail.com

When Aeris was killed by

Sephiroth, and Cloud put

locked that stupid old

bustin' a rhyme. cookie@volden.net izadler@iuno.com

Next Month's Question of the Moment: What is the oldest video game you are still playing today? Send your short, but sweet, responses to: FGM, Mail@ad.com with the subject heading: OLD





Some cry because of the challenging gameplay. Others cry for their enslaved brothers. But must Mudokons cry because electrodes are attached to their tear glands, stimulating the ingredients for SoulStorm Brew, the best-selling nauseating elixir from SoulStorm Brewery.

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th than a nine army

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punch animation and have enough memory to store all the "cells" for display). Other little things are involved (like the PlayStation's lack of a declicated 2D processor), but RAM is what's primarily holding back a good X-Men vs. 5F.

#### Gutsy Talk

I have a statement about the new movies. Soving Private Pizzu. I am sy, and "he been playing video games for more than half my life. Nothing in those so years has even come close to preparing me for what I saw on the silver screen. That says a lot—Mortal Morebat. Doom, Quake...whatever. More of them come even close, I had a hard time show the come of the come of

Now looking back, video games are really tame, and they should stay that way. I wouldn't want to be in a first-person shooter where guys I know are being tom to sheels by gunfire all around me, and the ones still allev are crying for mommy and begging us to help them. That's disturbing. That's the stuff that warps kids, even gown-up folks. So maybe the folks in Washington should east.

Address withheld

True, but for some reason, certain lawmakers feel a computer-drawn pixelated Kung Lao fatality is more shocking to society's conscience than the Infamous ultra-violent, ultra-realistic Onnaha Beach scene in Saving Private Ryun. But to be fair, the film is rated R, maning theoretically, few children are supposed to see it.

#### A Site To Behold

I am a member of the group against GAEGM. I have been ever since i read their whiny letters. Anyhoo, I have just finished the official Gamers Against Gamers Against Electronic Goming Monthly Web site. I have posted all the letters so far from GAEGM. The site also have its own chat rough.

You can see the site at http://members.tripod.com/GAGAEGM /index.html (the GAGAEGM must be capitalized). Thanks for the inspiration. Scott Krone

nagganootch@earthlink.net

#### Oops Part One

I didn't want to pass on the opportunity to thank you for anothing capcom the Best Tournament at E.3, I think, we pet on pretty good show Galo to hear you thought so too. I wanted to clarify the other mention of Capcom in your Fisal Worlf Flaught issue. EGM Blog). Capcom is not going to be the publisher of Gamenlek's Robotech product. The announcement we made public at E3 stated Capcom had reached as agreement in principle with GameTek to distribute Robotech. Although many consumers may not know the difference between a publishing or distribution deal, I wanted to clarify the facts with you. Thanks again for coming to our

tournament and for the compliment.

Melinda Mongelluzzo
Director Public Relations
Capcom Entertainment, Inc.

Oops. Sorry about the error, just so everyone tells is clean on this matter: A publisher is in charge of advertising, marketing and promoting a product (i.e., bringing it to the consumers' attention) while a distribution is responsible for getting the product to the store schelms. In most cases, the publisher also with as the cases, the publisher also with as the cases, the publisher place in the cample with seek out a company with greater resources (here, Capcom) for help in getting wider distribution for their product.

wider distribution for their product.

This may all be moot anyway. GameTek just recently went Chapter 11. Right now, the

future of Robotech: Crystal Dreams is up in the air. We'll let you know if someone picks up the unfinished project or not.

#### Cops Part Two

Hi\_just received the new September issue and in noticed a Saturn Logo next to a PlayStation game, Gran Turismo, Ym not a fan of the game, but I'm pretty sure it's a PlayStation game, heck even published by SLEEA. Well, it's probably just a small printing error. You guys are still the greatest.

Hey, check out page 36 in issue #110. I'm glad to see Sony has put its rivalry with Sega in the past and is helping out by giving Sega one of its best games.

Smrfo703@acun.com

OK, OK! We get the idea! We goofed—in our Top 20 list last month, we had a brain fart and accidentally listed SCEA's Gran Turismo as a Saturn game. We promise never to—imake another mistake again.

#### Letter Art Whe

Where creativity, your favorite video game and a stamp can make you immortal!\*

WINNER Joseph Morrison Bloomingdale, GA

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-free controls for all buttons and slow

motion for those

intense moments.



Close, but no

controller

Shane Fernald Baltimore, MD













IT'S WHY YOU STARTED PLAYING RPG'S IN THE FIRST PLACE.

















article on Metal Gear Solld. Right at the ent I saw that it is supposed to be released on Sept. 3. I then looked at your release dates section in your mag and it says October. I went to EB's site to check, and it said Oct. 20. I'm just wondering if Sept. 3 is the release date or if it is a typo.

Wil Becker ellows@erols.com

Sept. 3 is the Japanese release date. MGS is due out in America on Oct. 22. As always, release dates are subject to change.

I have head rumors that there is a law world in Banjo Aczone in the game, Gobi the camel says he is leaving for the law world the total net this when I spoke to him in the level, Click Clock Wood), I have besten the game and gotten every single puzzle piece, music note and honeycomb. Yet i still cannot find the entrante to the tissa world. I have looked high and clow and even had my some acsistance. Please help.

Corey Barn



Banjo-Kazoole doesn't have a hidden lava level (in fact, the game doesn't have any hidden worlds). Our sources tell us Gobi might be referring to something in Banjo-Toole, the sequel.

Poy Poy is one of the greatest games of last year (how could you possibly leave it off the top-so multiplayer games of all time [1877]. Pro patiently availed the seque), scheduled to be released in September, according to your Coming Soon list. Last month, Poy Poy a was pulled from your Coming Soon list. What happened to this faithful servant of the multiplayer gene?

Poy Poy 2 has been pushed back

I was wondering if you could comment on the rumor that Square Soft will be making a Secret of Mana sequel for the N6a? Hexum31sG@aol.com It's just that: a rumor. Square Electronic

It's just that: a rumor. Square Electronic Arts is a Nintendo 6g publisher (they are publishing Maxis' Sim Copter 6g over in Japan), but Square Soft has no please to develop anything for the system at this point in time. I guess Square sheet point in the system at this point in the system at this point in the system at this system at the system a

Do you think Marvel vs. Capcom will come out for the PlayStation? I keep spending millions of quarters in the arcade. To rather just buy the game and save a lot of money! LHOANGARL@aol.com

Capcom will definitely bring out Marvel yes. Capcom for the PlayStation. The system's selling too well for them not too to store the play too the play too but one things's for same: The game's gonna look and play lite turd. You saw how bad 'After 'vs. SF turned out on the PS. You can when yes the play the play the much worse (because M vs. C is the most syrife-intensive of the versus games). Don't hold your breath for a great arcade translation... at least not on the PlayStation.

How come in GoldenEye opz, you can get certain weapons with the "All Guns" cheat like the shotgun and tases, and not in the regular mode? Are they hidden deep within a certain level?

PHX311@aol.com

Nope, they're simply bonus weapons that are only available in the Cheat Mode. By the way, what's up with all these AOL e-mails? How are you people getting through to send these messages?

I have four questions for Castlevania: Symphony of the Night. J. How do you get to the second castle? 2. How do you play as Richter? 3. What is the Gold Ring (the one where it says "wear.colck") for? 4. At the big clock where you first meet

#### egm letters

Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, Electronic Gaming Monthly's top video game expert. If you have a specific game-related question for our mysterious ninja freak, er, friend, write him! He'll pick out a few and answer them as only he knows how. Send your questions to:

> 1920 Highland Ave. #222 Lombard, IL 60148 e-mall: sushi x@zd.com

man: Susin\_A@Zu.com

Maria, how do you get the statue on the right to move? It only moved once for me. Please help, I'm really stuck! Battle815@aol.com

#### Ah...this brings back some fond memories...

... Make sure you equip the Holy Glasses (found underneath the clock, see #3) in the "final" fight with Rither. You'll notice something a little unusual. You can probably figure it out from there. 2. Get at least 170 percent in the game, then start a new game with the name "RICHTER." 3. Equip the Silver and Gold ring at the

same time in the room with the big clock (in the Marble Gallery). 4. The right statue moves during certain time intervals (every minute or so). Also, try using the Stopwatch in this room.

Strain Branch

A lot of stuff can happen in this roo

Since you are the Street Fighter fundamentalist, I was wondering who is your favorite SF character and why? Also, what do you think are the worst fighting games of all time? Finally, what did you think of Karate

Ron Aquino rema@concentric.net

I can play any Street Fighter character Capcom throws at me, but I have a certain affinity toward Ryu and Blanka. That's why I'm so excited about EX 2 and Alpha 3—the

The worst fighting games? Battle Monsters, Shaq Fu, Bloodstore, Time Killers, Lobo, Way of the Warrior, Flying Dragon, Rise z...man, I can go on forever. Karate Champ was damn cool, but it's no Street Fighter II!

return of Blanka!!!



# Sushi-X Files EGM 111

Something Special For Loyal Subscribers Only!

Send comments to the following address: The Sushi-X Files 1920 Highland Ave. Ste. 222 Lombard, IL 60148

e-mail: shawn\_smith@zd.com

### **GB Camera Clip Art**

We know as well as you the clip art included with the Game Boy camera is pretty lame. That's why we're giving you a gallery of clip art EGM style. Use your imagination and we promise the shots will work somewhere. Sure, it's not quite like clip art since you have to store them in standard picture slots, but you'll have these whenever you need them. Enjoy and expect more Game Boy Camera stuff in the future.



THE MASK

In the spirit of Sega's newest ad for Panzer Saga and Halloween, we bring you some mask-making fun! On the other side of the Sushi-X Files is a big old head that's pretty much freaky. You might know the face as Andy Baran, lead strategist for Expert Gamer. Sure, all of us here on staff know he's a good guy but your friends don't know that. With that said, simply cut the mask out along the dotted line, make two small wholes on each side of the mask and attach a string, if people ask who you are, just tell them you're a psycho who likes to collect knives, axes and the occasional human head. You get the idea.

\* see opposite side for mask

# HOT & NOT

Everybody put your controllers in the air, and wave them like you just don't care. Cuz if you play lots of games and read this here list let me hear you say aw yeah...

- Laetitia Casta on the cover of Rolling Stone this month...WOW!
- Shawn for beating Shoe in a heated arm-wrestling bout for honor
- Vegetarianism
- Meatism
- Colonialism
- Free-roaming Crash 3: WARPED levels
- Quake II being four-player on both N64 and PlayStation
- Slurpee machines
- Cameron Diaz in There's
   Something About Mary
- The OPM October demo disc with playable MGS and Soul Reaver

- We can't do covers like Rolling Stone
- Storing dead animals in your guts
- Rush (the band)
- Rush Limburger (the man)
- Mancow
   Being bitten on the nipple by a mosquito
- What Cameron Diaz uses for hair gel in There's Something About Mary
   F-Coli
- Franks over beans
- Having to listen to the new Beastie Boys album 7 squillon times if you're not a fan (who isn't?)
- Senseless decapitations

### Alternative Costumes

Maybe the idea of going out and trick or treating when you're in your 20s is a little strange, but hey what the hell. If you're younger and still go trick or treating, well...be thankful and disregard this. Anyway, here's some ideas: The obvious one is going as Sushi-X. It's simple and cost-efficient. Get a black hood, some black clothes, a toy katana and you're in business. Another costume idea is going as Crispin Boyer. You'll need a pillow, a broken Tekken 2 disc and some red hair. To go as John Davison simply dress in knickers and buy some teat To go as Shawn, grow a goatee and feel funky.

# SITES WE THINK KICK SOME ASS

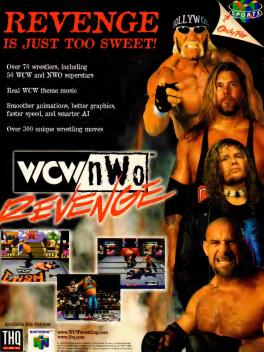
Our list of weird, pointless and/or normal Web sites is growing and growing thanks to all of you. Keep the sites coming and maybe they will be up to your standards of weirdness in upcoming issues of EGM. If you're interested in an HTML version of previous lists, check out the following URL:

members.tripod.com/~HatPerson/weirdweb.html A very special thanks go out to KIDVID237@aol.com for compiling the list and continually updating it.

- · www.gardening.com
- www.cagle.com
- · www.dystopiacartoons.com
- · www.csoon.com
- www.robyn.on.net/elvis/
- · www.aint-it-cool-news.com
- · www.themakingof.com
- · www.gamejobs.com
- · www.gsnet.org/squirrel.htm
- · www.preadtorpee.com
- www.ualberta.ca/~msykes/thome.html
- www.well.com/user/cynsa/newbutt.html
- · www.diablo.com
- public.srce.hr/~dbiscev
- · www.fart.com
- wc3d.ml.org/wc3d/
- · www.garboloy.com
- www.ace-1.com
- www.octane.com/Parodvville/
- www.ips.net/tbaughman/preview/
- www.faqs.org/faqs/music/ iron-maiden-faq/
- www.csi.uottawa.ca/~u997103/ duhstuff.html
- www.adscape.com/badfads/

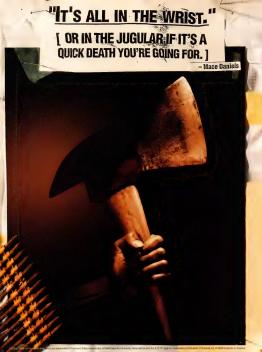
\* We cannot be held responsible for the material presented on these sites. Parents may want to double check the sites before junior ven tures onto them. At presstime, all of the sites listed were accessible.

























The hottest gaming news on the planet

# System Shock

Sony begins developing the successor to its number-one product of all time



Format War

Storage, price and flexibility are key when it comes to choosing a format for the PlayStation Next, Historically, video game systems have used cartridges, compact discs or cards to transfer data For PlayStation Next, Sony is

rumored to be looking into using Minidisc for re-writeability (for track editors in racing games, level updates, roster updates for sports games). Another rumor is that Sony will use DVD (Digital Video/ Versatile Disc) as the system's main delivery format

Price will probably be the deciding factor, Minidisc is definitely an option, but DVD is still a tad pricey.

If you have a hit game, it's "When's the sequel coming out?" When you have a hit movie, the question is, "Are there plans for a sequel?" When Sony scored a hit with the PlayStation after its launch on Sept. 9, 1995, it wasn't long before the question was asked, "So...when's PlayStation 2 coming out?" That answer may soon be at

hand. It's no secret that video game companies, be it Nintendo, Sega or Some are always working on the next best thing, the next technology to build into the nextgeneration system. That's how technology works. While console systems aren't obsolete the second you walk out of a store with one, it has become increasingly harder for manufacturers to get a significant jump on the power of personal computers. It can be done, as Dreamcast is proving as newer and better screenshots are A recent CNN report stated that we could see PlayStation 2 within

the next 18 months, SCEA officials are remaining silent on the topic of being that the PlayStation Itself has not yet reached its peak. However silent SCEA is, Sony Computer Entertainment Inc. vice president and co-COO Ken

playStation PlaySta PlayStati

Ken Kutaragi (above) designed the original PlayStation, which in three years has become the most successful product in Sony's history. The question is, can Sony repeat its success a second time?

Kutarael, the designer of the original PlayStation, recently revealed a Next-the first official line we've heard about the system. Kutaragi told EE Times that a team of engineers is currently working on developing new graphics technologles for use with the company's next console. Unlike Sega and Nintendo (who have worked with

is using homebrew computer graphics technologies, which will 'Today's video game computer graphics look like computer graphics," he told EE Times, "Our goal is a film-like graphics quality that won't make viewers conscious of or annoyed that they are indeed looking at computer graphics." Stay tuned to videogames.com and EGM for details on PlayStation

### NEC/VideoLogic and Silicon Graphics), Kutaragi says that Sony What do you ask first about a new system?

Who is developing for it? 27% What do the games look from? agin.

How powerful is it? (42-, 6a-bit, etc.) 34%

When a new system is announced, there are plenty of questions that need to be asked. We asked videogames.com readers what their first question is when they hear about a new system, (Source: videogames.com poll, Wed, Aug. 5, 1998)





# Super Nintendo Forever

The days of Super Mintendo and Genesis have long passed in the United States. Kirby 3 was the last new Super Nintendo game to be released. As we've already saying goodbye to some of the machines once called the next wave—Magic Kinight Reyearth will be the very last release on the Saturn—it's amazing that in Japan, this old is-6!! Imachine is still on the Saturn—it's amazing that in Japan, this old is-6!! Imachine is still as the saturn of t

pumping out new games.
One of the reasons is the



One of the reasons is the Nintendo Power (no relation to the magazine) game delivery srpneince stores in Japan. Basically a video game vending machine, it gives you a way to purchase and download games from a list of selections onto a special flash. New games from Nintendo like Wrecking Crew '96, Kirby's Super Star Stacket, Super Punch-Outfl, Dr. Mardo, Detry Stallion '96 and others come to the Nintendo Japanese shelves separately.



Wrecking Crew '98, released on the first of the year 1998, is actually more puzzle game that updates to the NES classic. But if you've a retro fan, it includes the original too. Kirby's Super Star Starker is the 16-Bit counterpart to the Game Boy title, and features a Story Mode as well as keeping track of players' names.



The days of 16-Bit are not over. Games like Wrecking Crew '98 (top), Kirby's Super Star Stacker (middle) and Rockman & Forte (bottom) are breathing new life into the Super Famicom in Japan. One release that Miega Man fanc will want to know about is Rockman & Forte (Mega Man is known as Rockman & Forte (Mega Man is known as Rockman there, Forte is Bass). Musing entenies and Bosses from the older games as well as new ones, some would say it's the most difficult Mega Man game ever. Rockman & Forte was released separately, not as a Nintendre Prosec cartificide.

a Nintendo Power cartridge. How can you get them? Since few game importers carry Super Famicom releases, you have to go to Japan to get them.

www.nintendo.co.jp



# Bizarre Creations

Web Address: www.bizarrecreations.com Gameography:

1988 - Combat Crazy (Commodore 64) 1990 - The Killing Game Show (Amiga, Atari ST)

1990 - The Killing Game Show (Amiga, Azan S 1991 - Fatal Rewind (Genesis) 1993 - Wiz n' Liz (Genesis, Amiga)

1996 - Formula 1 (PlayStation/PC CD-ROM) 1997 - Formula 1 '97/Championship Edition (PS/PC CD-ROM)

Sypy - rollman 1 yy/Champtonship button (xy/PC-Cu-Roy) Current Projects Metropolis - City-based Racer - (Presmcast Euro launch title), Drive-By - Action Shooter - (PC CD-ROM...for now) # of Employees: 22



Bizarre Creations' previous works include Wiz n' Liz on the Genesis (left) and the PlayStation racer Formula 1.

### During breaks from tate-night programming sessions we: a) Play Quake

b) Cycle our bikes around the inside of the office
 c) Watch the humies outside

Watch the cats chasing the bunnies
 Run around with replica guns firing BB pellets

f) Go to the local bowling alley and drink half pints of shandy
g) Play more Quake
h) What breaks?

f

Favorite programmer snack food: Current ratings on the Pot Noodle "favorite" stakes: Chicken and Sweetcorn - 2:3

Beef and Tomato - 3:1 Curry (noodles and rice) - 5:2 favorite Spicy Tomato - 7:1

Sausage and Konato - 10:11
Last Ornistmas' furfey and stuffing - 10:011 rank outsider
Music that inspires uso: Depends on which desk you're neat
There's a wide range of states, from heavy metal, through dance
music to Manic Street Preaches (ugh). However it's currently
definitely NOT the theme music from Musics (from the 10:01).

Stery Sehilad Our Mascot (Pumpkila head). Marthy (the MD) had always swanted to have a pumpkin character in one of his games. This eventually happened in Wiz "it Liz—where the first incamation of the lago can just ablout be seen can by sen on the U.K. boat Then after a couple more versions, during if we had the forture to meet up with the fastags such st. Kodney Matthews, who agreed to do the lago for u.k. And with his help, the Pumpkin share whether the services are such as the services of the services of the Methodolis into screen. He heart for on a name ver—any ideas?

Company Motto: Be Bizarre?

# Blue Hedgehog Returns

It's been a while since Sonic the Hedgehog starred in a headline game for Sega, Sonic R. Sonic Blast-those were good enough, but they seemed to miss that element that made Sonic, well, Sonic. Dreamcast owners will be in for a treat, as Sonic Team and the series creator, Yuji Naka, are once again bringing Sonic to the screen in the form of Sonic Adventure. Sonic Adventure will be available at the Dreamcast's launch in Japan and the United States. A teaser poster promoting an event on Aug. 22 at the Tokyo Kokusai Forum (the same

place Warp's D2 premiere took place) to unveil the game is the only piece of Sonic Adventure-related artwork released by Sega. In an interesting turn, you'll notice that Sonic has green eyes on the poster and a big grin. Naka says that Sonic's design will change a bit in this game. TV commercials advertising the event have been running in Japan as well, but feature no graphics from the game (darn).

Sonic Adventure was originally a Saturn title, according to Naka, when the team began planning it after Burning Rangers was completed. In an interview with Sega Saturn Magazine, Naka said that it was initially called Sonic RPG. Even though the game's main focus is action, there will obviously be more to it than just that,

Check out Videogames.com for full coverage of the Aug. 22 unveiling and other Dreamcast developments.



Sonic's new grinning mug is a little different from his old 16-Bit look. Could this usher in a new era of the blue dude with the 'tude?

In the past month, plenty of new develoners have formally announced intentions to develop for Dreamcast. Although many big names have yet to announce formal plans to develop for the system, there are announcements between

now and the Tokyo Game Show in October Hudson. purveyor of

announced its first game for the system. It's called as "Heading North"), a travel sim where you follow a young boy through well-known Hokkaido landmarks where you attempt to meet girls (eight in all). To promote Hokkaido Hudson's planning an event to lure tourists

there's no word if tourists will be able to attempt to pick up girls European trade magazine CTW reports that Core, Gremlin, Infogrames and Rage have all jumped aboard Sega's Dreamcast the machine. Don't get your hones up to see Lara Croft on it though, as Sony secured exclusivity for Lara up until the year 2000. They are supposedly working on four Dreamcast projects, including one

there in conjunction with the game, but

Dreamcast exclusive. Gremlin is planning new versions of Actua Soccer and Golf, and Rage's PowerVR game Incoming will be ported to the Dreamcast. Infogrames has Outcast, Alone in the Dark a, a racing title and an unnamed game reportedly to be ready for the system's Euro launch. Rounding out the Euro-developer list is Team 17, who reportedly has at least three Dreamcast

projects. Most of Europe's developers are signed on...so, where are the U.S. developers?

> Argonaut Casts Off We recently had a chance to speak with Nick Clarke, the oducer of Buck Bumble, to

ments about its performance. on a Dreamcast title, and that ie, rumored to be a 3D

le's publisher, told us that will publish Dreamcast ga

## The Business of Dreamcast

At the Windows World Expo Tokyo '98, Microsoft displayed a Dreamcast console. Basically it was the same model we've seen so far, but with one slight difference. This time it carried the "Powered by Windows CE" logo. Microsoft confirmed that at its release, the DC will sport a gray version of this logo on the front of the machine

The lawsuit filed against Sega, NEC and VideoLogic by aDfx claiming that Sega broke its contract with the company over the development of Sega's next-generation hardware was recently settled. The terms were not disclosed.

Sega has begun running ads, promoting the company name starring one of its executives in various strange situations. Called "Good Luck Executive Yukawa," the ads include him getting beaten up and being laughed at by kids. Ouch

Number of Dreamcast Internet domain names Sega registered in one day.



on so many levels, it's scary,"





Blast the past in the Wild Wes

Travel through time in an all-new third-person Nukem fray-test! Duke annihilates ancient Rome, conquers the Dark Ages, tames the Wild West, and knocks 'em dead in L.A.!

TIME TO KILL" gives you mare of what you crave. More calessal

ki-tech weapons! More attitude! More hard-care action! More exploration! More of the King of Carnage"!

Make 'em History'!

Available in September at your local retailer. Order street at since printeraction com or call 1-000-0-01-010











HEED A HINT? ( 1-850-CALL-ZET



### Which of the following Dreamcast games are you most interested in?

Sonic Adventure 53%

dzilie Generations 22%



Sengoku Turb 5%



Pen Tri-Icelon 4% eventh Cross 4%

Dreamcast.

The first crop of Dreamcast games we've seen out of Japan have not been showcase titles. Certainly, a majority of the titles already announced for Japan will never see the light of day in the United States, and for good reason. Front-runners Sonic Adventure, Godzilla Generations and D2 have a substantial lead against third-party titles, and as more companies announce games, that gap is expected to widen. (Source: videogames.com poll, Thurs, Aug. 6, 1998)

anline gaming an - WWW







# Pen-Pen Tri-Icelon

Beware of Penguins on the Racetrack Pen-Pen Tri-Iceion by Japanese developer General

Entertainment is one of the strangest games announced yet for the Dreamcast (except maybe those really weird NEC titles). In it, you choose from seven "Pen-Pens," penguin-like creatures. The story behind the characters is that they live on an Ice Planet, and aren't the brightest of animals. Each has strengths and weaknesses, like speed, stamina, etc. Characters include Jaw (the violent one), Sparky (big-eyed penguin), Back (sealion), Sneak (an Octopus), Tina (snobby), Ballery (cute

pink hippo) and Mr. Bow (dog-like Pen). Your goal is to run, slide and swim your way through various courses to the finish before any of your opponents. Each course consists of areas where all three skills are needed. Animation is said to be very cartoony-for example, when you slam

against a wall head-on, you turn into a flat pancake. Don't let its looks fool you. The Pen-Pen team is made up of programmers and designers who have worked on some big Saturn hits. Respectively, members of the team have worked on such games as the Panzer Dragoon series, course design for Sega Rally and Daytona USA, Rayearth, Sonic 1 & 2 (Genesis), and NIGHTS

Pen-Pen Tri-Icelon will be released on Nov. 20, the same day the Dreamcast Isunches in Japan.



# Godzilla Generations

He's mean, green, texture-mapped and he'll eat Osaka

The first official Dreamcast game announced by Sega was Godzilla Generations, starring everyone's favorite king of the monsters. In this game Godzilia regains his old form once again-not the Dean Devlin/Roland Emmerich Hollywood adaptation from earlier this year.

The object is to become Godzilla (or another of the series' characters, like Mecha Godzilla, as shown on this page) and smash your way through real Japanese cities - Osaka is featured in the pictures here. The designers of the game are attempt-Ing to make each city as real as possible, including landmarks like banks and billboards. While you go medieval on the towns, smashing buildings and cars and anything else that gets in

your way, the military breaks out its defenses and tries to stoo the carnage using as much ammunit as humanly possible. Godzilla Generations also uses Atsumete

released late this year in lanan.

Godzilla: the Visual Memory System game that Sega released in Japan in July, Monsters you collect with the VMS can be used in the game. Exactly how this will be done isn't quite clear yet. The game's graphics take full advantage of the Dreamcast's texture mapping, transparency effects and real-time movie capabilities as you can see in these screens. Godzilla Generations is being developed by General Entertainment and Sega, and will be

www.sega.co.ip





Godzilla Generations is a Rampagestyle 3D destruction derby, where the goal is to destroy and pillage entire cities. Cool.





# **Frequently Asked Dreamcast Questions**

Q: If I buy a Japanese Dreamcast, will I be able to play U.S. games? A: Each territory (United States, Japan and Europe) will only be able to play the games made for sale in that territory. There probably will be a way around that, but if you buy a Japanese system, you're taking a chance that you won't be able to play U.S. games later on.

Q: Is the Dreamcast a 64-Bit or 128-Bit system? A: The Hitachi SH-4 at its heart is a 64-Bit processor. Sega's saving that the machine has 128-Bit graphics performance when you look at the components that support the central SH-a.

O: Are there more than four buttons on the controller? A: Yes, there are two shoulder buttons on the back of the controller for a total of six buttons on the standard Dreamcast controller.

Q: Will the controller have force feedback like Sony's Dual Shock controller?

A: No. The standard Dreamcast pad does not have a numble feature or force feedback. However, the second controller cartridge slot of the standard DC controller could be used for one in the future. Segahasn't said if such a device is planned.

Q: Will the Dreamcast be backwardly compatible? Will it be able

to play Saturn games? A: It is very unlikely that Dreamcast will be able to play Saturn games. Dreamcast does not have a cartridge slot for Saturn memory cards or for game saves to be transferred.

Q: Will the Dreamcast have 2D games also, like Street Fighter III and Castlevania?

A: While the Dreamcast is a great nD machine. Seea says it's capable of handling 2D games as well. None have been announced yet.

Q: Will I be able to play Dreamcast games against opponents in Japan or the United Kingdom from the United States A: No. The latency factor (for transatiantic or transpacific play to be eniovable) would simply be too great for the kinds of fast-paced games Sega plans to have on the system.

O: Is the LCD screen built in to the controller? A: No. The slot on the back of the controller is for the Visual Memory Sustem (VMS). You nut the VMS into the back of the controller and that becomes the controller's display. The VMS is sold separately.

SPYRO AND LARA CROFT-HOLLYWOOD'S HOT NEW COUPLE!

# Inguisiter HERALDED



# PURPLE DRAGON-THEMED CULTS SPRINGING UP **AROUND THE GLOBE.**

Disgruntled sheep seeks damage:





# UFO OR SPYRO?



purple object seen gliding over L.A. Unidentified





RP INCHESA



### **Virtual Fairies**

Use sims are one genre, along with horse racing, shogl and countless other genres, that have not made their way to the United States. Good or bad, the first of these "fringe" genres is making its way to Dreamcast in the form of NEC.

Interchannen's Mercurius Pretty, Mercurius Pretty is a l'airy-breedling simulation based on the world of Alchemy, The basic setting irmolves you getting a seed of life from your master alchemist and then breedling the seed in an incubator. The result is, of course, an ultra-curie or ultra-cury fairy that you get to watch you would be a seed of the seed of the seed page generally seed to be considered to work or the seed of the seed of the seed of the general seed to be seed of the general seed to be seed of the general seed to be seed of the general seed to seed the properties of the properties of the properties of the seed of the seed of the seed of seed se

port of a PC game that was released abo five years ago, but with better graphics. Mercurius Pretty is the first game announced to use the Dreamcast's 2D graphics abilities. According to the dieveloper, it will run in 64,0x480 resolution with 16 million colors.

# D2 Update

More on Warp's Dreamcast sequel to D

D2 was the first Dreamcast game shown when the system was unreiled back in May—then only 15-20 percent complete. Kenji Eno, Warp's president, told Sego Saturn Magazine thas the doesn't think the game accurately reflects the true power of the Dreamcast's hardware, and that

soon we'll be seeing titles that take full
Here are additional scenes from the opening
minutes of D2. Below is a game screen between
you and insect invaders. At the right is a scene
from the opening cinema (top) and Laura moving
around the game's environment (bottom).

THE

advantage, even though D2 took center stage at the Dreamcast's unveiling. "Soon, other titles will come and people will then pay more attention to those. So that will be our two- or three-month incubation period to finish development without being noticed."

www.warp-jp.com





# Monster Breed

NEC Interchannel unleashes monsters from another world

MEC interchannel's second announced Desenroat title is Montete

(MS). Worll be able to trade monsters with your friends or train your

Breed. Like it sounds, Monster's Breed is a monster raining, bending,

caring, batting game. As your monster grows, you send it to battle

with other restature, wording your way of through the rains until

If the desertation is the profession of the profe

up become a matter breeder, for can also evabor a forgue-file become a matter breeder, for can also evabor a forgue-file and ferns along the way.

The game will all obe compatible with the Visual Memory System

The game will all obe compatible with the Visual Memory System

The game will all obe compatible with the Visual Memory System

The game will all obe compatible with the Visual Memory System

The game will all one determined.









Demi Gets Crofty Who is Lara Croft? The ening around now is that G.I. Jane star Demi Moore, whose name has the same number of syllables as Core's

game babe

won the role to play her in the When contacted.

a spokesperson for Eidos Interactive claimed to have heard cate Moore had been chosen. "They're still doing the script,

and until the script is done. there won't be any hiring." If Raul Julia can make a Street Fighter The Mavie), then perhaps Demi playing Lara Croft isn't completely

out of the question. It's still only a numor, so don't get excited yet. As soon as we know who will play Lara in the movie, we'll pass it along to you. Assuming it remains on schedule. the big-budget adaptation of Tomb Raider will hit theaters in the summer of 1999

w.core-design.com

# At the Arcades

### Arika Goes It Alone

Arika will now officially develop and produce its own arcade games. While not officially "owned" by Cancom, Arika was well known for Street Fighter EX and its sequel. The reason is Arika wants to produce its own games. There is an "EX clone" on the way after the release of EX2 and the newly announced Tetris: The Grand Master-numbered to be their last Cancom game. Tetris: TGM is an updated version of the old Alexey Paihitnoy puzzler, with new blocks and power-ups to keep the game fresh.

### Disney Gets Tetrisized

fremselves plan to release Magical Tetris Challenge, a Tetris game starring Disney's loveable characters. This title is also scheduled to hit the N64 in Japan on a 128-Meg cartridge later this year. This will be the very first N64 game developed by Capcom.

### AMOA Turns 50 AMOA is so! The association whose name is

also that of the biggest arrade show in North America will celebrate its soth birthday at the host facility of the Opryland Hotel. The Expo will be held Sept. 17-10 in Nashville, Tenn... and as always will feature the newest games from Capcom, Namco, Sega and more. A feature of the show brought back from last year will be "Developer's Row" where PC coin-op products can be seen (and will eventually appear in arcades everywhere). Expected games at this year's AMOA are Street Fighter Alpha 3 and EX2, Namco's Soul Calibur, Sega's new Spikeout fighting game, Midway's Blitz '99 and Carnevil (sorry no MKs yet), and a flood of titles from Konami.

### PC Hits Go Coin-Op

Lazer-Tron has announced a manufacturing and distribution agreement with Cous-Entertainment and LRF Systems in North America for arcade PC games. New arcade games scheduled to come out in the next Six months include: WipeOut, Formula 1. Forsaken, Death Raily Extreme and Jazz Jackrabbit 2

### The MK5 Rumor Mill

A rumor surfaced recently on the Net that Mortal Kombat's was in development and that MK co-creator John Tobias was not ening to be part of the team. Both of these are false. According to Ed Boon, the MK development team has just increased its numbers and are prepoing to work on two games at once. They are currently developing something "unlike any other genre in arcades today." Work on MKs will begin after that. Tobias, currently working on an MK Mythologies-style home game called "Special Forces," will still be part of the develcoment team for any future MK titles.

### Cruis'n the Universe

In a related story, the newest Cruis'n game is rumored to be under development, called Cruis'n Universe (working title). Eugene Jarvis will once again head the development team.



Arika takes Tetris to the next level with its enhanced Tetris: The Grand Master.







Capcom's first N64 title, Magical Tetris Challenge, will show up in arcades first before coming home.

Site 4 (Area 51 sequel) - California 10th Degree - California

Street Fighter EX 2 - California, North Chicago Suburbs Street Fighter Alpna 3 - California

Fisherman's Bait - Downtown Chicago &

Hip Hop Mania - West Chicago Suburbs Racing Jam Chapter 2 - Downtown Chicago Hell Night - Chicago

Soul Calibur - California

Daytona 2: Battle on the Edge - California

Tests take place in select arcades only. California tests are likely to be in the Bay Area only, Well-known test sites in the United States are Golfland in Sunnyvale, Calif., and Diversions in downtown Chicago, Games on test are subject to being pulled at any time. We cannot guarantee that these games will still be on test after press time.

# **ACTIVISION**

there's ne such thing as a friendly game.



hustling is the spice of life Shoot in 6 shady pool halls with unique tables, one sticks and local pros. Select from single and two-player nodes, plus, 8-Ball, 9-Ball, 34-1, and Rothion rules.



Swim with the sharks Waper, win, and move on to tougher opponents in your quest to hustle all 12 underground changeeach with unique skills, playing skillies, tenuts and betting strategies.



eu can almost smell the beer mover suthentic pool techniques like English, one and jusping. Align your shot with the which top-doon casers. Then, view the 3-D mines score motion instant realizes.













### If Zombies Could Type The Resident Evil series has become

one of Capcom's biggest hits since Street Fighter, So it's no wonder that now there are action figures, a movie. reportedly an animated series coming soon and-books. Pocket Books, a division of Simon and Schuster, is bringing the survival horror action of Resident Evil to the pages of several mass-market novels that go on sale in September

The series begins with Resident Evil: The Umbrella Conspiracy, a novelization of the first game that expands upon the story and characters we've all grown to know. That title will be followed by an all-priginal RF provel. Resident Evil: Caliban Cove. The titles will be released simultaneously and bridge events between the first

two games. In March 1999, two more books including the povelization of RE2

based on the series will be released (called City of the Dead) and a second original work titled Underworld. These titles are penned by author S.D. Perry.



author of Virus, Aliens: Labyrinth and co-author of Aliens vs. Predator: Prev. w.capcom.com

Three N64 titles have become part of the company's lower-priced Players Choice Series. GoldenEye 007, Diddy Kong Racing and NBA Courtside will take their places next to such games as Mario 64 and Turok as bona-fide hits. These games will be available as Players Choice titles begins August 24, for a new suggested retail price of U.S. \$39.95. Nintendo plans to back the Inclusion of these titles with a \$4 million

### marketing campaign promoting the series Gex, Kain Jump Into Action

Crystal Dynamics has signed an agreement with Creative Licensing Corporation to license and promote characters from its games Gex: Enter the Gecko and Legacy of Kain: Soul Reaver, Characters include Gex,

989 Studios will publish Blue Shift's PlayStation racing-on-foot title Running Wild. Berkeley Systems is making a PlayStation version of its hit PC game

show, You Don't Know lack. The over 1,400 question game will retail for a mere \$39.95 MSRP. Hasbro Interactive is looking into creating a new Frogger title for an undisclosed platfo Guess which one... Eldes Interactive will publish Crystal

Dynamics' action/strategy game, The Unholy War. It's expected for the PlayStation this fall.

### Lunar Special Pack

history of making little "extra its games. This time the comning some thing extra sp for the release of Game Arts' clas

RPG Lunar: The Silver Star Story on the PlayStation this fall When the game is released, it will come in a special "shell" box featur ing art from the game. Inside is the two-disc game, a soundtrack CD with ranged tunes, a "making-of

a cloth map and a hardbound art This is the regular version of Lunar III be \$69.99 (MSR

Curves Ahead They're busty, beautiful and

have a first name of Danger, It's the stars of Danger Girl, a comic book created by J. Scott Campbell and Andy Hartnell and published by Wildstorm/Cliffhanger Comics. n-Space, the Florida-based developer responsible for Duke Interactive) and Rugrats (for THQ) among others, has acquired the exclusive interactive rights to bring the women of Danger Girl to the small screen on any platform. Danger Girl the comic book

follows the exploits of an elite 50y agency whose ranks include multiple female characters, battlin' the likes of terrorists and other menacing villains. Danger Girl the game is expect-

ed to be out for Christmas 1999. n-Space is in a unique position owning the rights to Danger Girl and being only a developer. not yet been decided on. New Line Cinema has optioned the rights to a film version of the comic.

w.wildstorm.com





The Official Organ of the Amalgamated Association of Automercenaries



A' BABE OF THE MONTH INSIDE



# Welcome back,

Dick Biggs, Editor

Automercenaries | Remember on your shoulders ride the hopes of vacationer, look him in the eyes as

cash and you'll see the gratitude. the hope and the sheer stupidity of

to nak his life for a photo-opportunity. Treasure that moment It's what being a thrill killing, road-rioting

madman is all about.

Keep on truckin'

GREETINGS FROM AREA SI

who should you be drived by measured survivability when we could tested 1.4 state of the art tricked not peopheroblics are glowing summer information senses the negatife trees of Nake Town.

Editoriolist Flor Lines, of York with review September men the Third Asset I am to be a see that the Blickly Wheel and all he raide has seen it

cards more choice. - the: Mean Magnet. This first insertion stated chart you become our the For those of you will like a little money with

were mixed amoulance that huma while it heals. You want high-artime performance? Car Compact 1967a7 Local on further than the pti gounding (Ptri) and some gram you do no down, you can this romadow with you

















Thought for the Z -Thou Shalt Drive Like A Righteous Mad Bastard. So Sayeth the Land





Hey, it happens. You have a laid day. Semeene sends a missile your way and bang - Presseture

> Electulation - out flies your tourist and before you know it everyone's got little bits of Hawaian shirt and estrails all over the windshield No problem. Whip out a O ounce bettle of ever-loving

# CUE /STE

# THE BLAST WORD



White House? -- White Mark | NULL THE CADDITION



**AUTOMERCS ON-LINE** On the road? Get on-line for weekly cheat codes, the latest updates, screen shots, hints and tips (better than a road map) and killer kontests. Go to www.roguetrip.com for the lowdown on all the low life.

# FENDER BLENDER

(and how to get more bang for your weapons buck.)























# Check out Lit Gutor Bei

Some of you au bibly seen her t allound in her s

A Babe of the Month who on page 96

Lube up and drive on!

IEED A HINT? ( 1-900-CALL-2GT















Video Game Gossip & Speculation

# Quartermann

h...a whole page again. After the drought of information over the past few months it's good to see that the whole games industry is waking up again and is buzzing with gossip about all kinds of new projects. The Q and his gang of spiks have been able to dig up all sorts of judy-stuff this month.

### PLAYSTATION NEXT

The biggest rumors around at the moment concern Sony's new machine. At E3 SCEA stated that they would not comment on a new machine until 12 months before it was due to hit... well-they've started commenting. That's a start. They're not commenting much in an official capacity, but there are all mannier of rumors concerning the specs. The current favorite doing the rounds ties in lots of aspects of Sony as a group and most notably that it has a vested interest in establishing both DVD and MiniDisc as industry standard media. The PlayStation is: Sony's most successful product ever, so integrating up-and coming technology into a new system would certainly help things along. So., can you guess what's comine? How about a system that uses a DVD drive as its primary medium (and to retain CD) compatibility—the new machine is reported to be backwardly. compatible, so it needs one) and then a MiniDisc drive to replace memory cards? This way Sony can have the best of all

### SOUARE'S LITTLE SECRET?

With final Finitary WII coming along very hicky, thank you and endy to table in Japan before the end of the year, we insultably have to look to number Ur, reputedly in development alongstown that the look to number Ur, reputedly in development alongstown that the look to number Ur, reputedly in development alongstown that the look to make the look to t

### NAUGHTY NAUGHTY

Naughty Dog has recently hinted that its next project ISN'T = Crash Bandloos game (thank Gold and will almost certainly not be for Pay/Sation. There are also some strong indications that it won't be for any system that is available now. It's already known with the train has been expressing an interest in Dreamcast development—but don't be surprised if It runs out to be a plonuer developer for the new Play/Sation. Sati it existing when new machines are due to launch?

### BLASTO RETURNS?

The Biasto team, as reported in a previous (-Mann, has been accoped) up was end of the Japan (possurably to learn how to put a game logother properly) to produce a sequel. Unfortunately, due to the uniform of the product of the pro

### PSYGNOSIS SEQUEL

After last year's obtacke with both G-Police and Colony Warsbilling reliased at the same time. And seriously cutting into each other's sellest. Psygnosis would appear to have learned from past mistakes and keyo quiet about a G-Police sequel, Unitin Inov. The CY's spiles in the LIX. have informed us that C-Police a is well under wary and is resulted; considerably more advanced than its predecessor. Expect 3 PlagStation-exhausting graphics engine and Solene cook new gimesplay feature.

### Q-MANN KNOWS HIS RIDGE RACER STUFF It would seem that a number of the O-Mann's rivals are avid

In the control seven hour in many control seven and in the control seven hours of the control seven hours of the control seven and another mangazine decided to point heave of Manaco's new Ridge Racer sequel in the past month. Despite taking credit for the news themselves, it seems to have excaped these relating credit for the news themselves, it seems to have excaped these relating credit for the Q below the lid off that particular story way book in issue "Down," hour morths app. Further investigation leads the Q't spounces gay reducted to believe that the game will be formally waited for all of stress before the summer.

Somy is reportedly ready to translate the SCEI RPG Legend of

### OTHER TIDBITS

the Legial and String is to the United States in '99.

Veryall Dynamic record occupation of the prints about the Cyrical Dynamic record occupation of the prints about and Gene, as an intensity in the very early stages of reventionment. Means team these register of the on the treasured development, Means team the series of the control of the Control

Unreal itself.
Elsewhere in the Dreamcast camp, rumors persist that the
U.S. release will see a y6k modem as standard and possible
cable modern support.

### STOP PRESS

Just as EGM goes to press we learned that Rocket Game Products, creations of the NS<sub>6</sub> Same Booster (which lets you play Game Boy games on your NS<sub>6</sub>), is making a Game Booster for the PlayStation. Now you can play GB games on your PS. Cool huh? Not strictly prossin, but we had to hell wool.

# International News

# Neo•Geo Pocket Pals

64DD changes from game delivery to enhancement

Here's a first look at SNK's new portable system, the Neo-Geo Pocket. In this picture the system is grey, but according to SNK, several different colors will be available. It uses two AAA batteries that will last through 20 hours of consecutive play, At his point, SNK has not revealed the specifics with regard to the Dreamcast connection previously amounced.

The console will launch in late October. carrying a 6.800 ven (about \$47 at current exchange rates) price tag-much cheaper than the \$500-600 Neo+Geo home system, eh? Currently eight games are known to be under development for it. Pocket Fighting Series: King of Fighters R-s. Melon-chan no. Seichou Nikki, Neo+Geo Cup '98 (soccer), Baseball Stars, Tennis (tentative title). Tsunagete Pon (a puzzie game), Shogi no Tatsujin (tabletop Shogi game), Dokodemo Mahiang (tabletop game). These games are expected to be launch titles. No word yet on how much games will cost. Other titles will be available by year's end. www.neogeo.co.jp



# Specs



CPU: 16-8H

LCD: 160 x 152 dots 8 grade monochrome Internal RAM: 16k byte (memory backup feature provided by lithium battery) Size: 7.4 x 12.2 x 2.4 cm

Weight: 130 g Built-in features: Calendar, Astrology, World Clock, Alarm

World Clock, Alarm Others: AC adapter pack-in, Stereo head phone connector, link connection feature

### 1

Run, Chocobo, Run!
Square is currently at work on four
games starring those ever-present
Chocobos. At least two we know ofChocobo Racing and Chocobo's
Mysterious Dungeon 2 (being developed at the Honolulu studio).
Chocobo's Metadase Dungeon 2 (chocobo's

oped at the Honolulu studio).
Chocobo's Mysterious Dungeon 2 will be released in late December, while Chocobo Racing will be out next spring. According to Square's Hironobu Sakaguchi, Square wants to develop

Chocobo into a corporate mascot and establish Chocobo games as a Square brand that will have broad appeal. www.square.co.jp









showed off Tekken drinks and other items for the true fan to consume.

### Full Speed Ahead for N64

Capcom's Yoshiki Okamoto has revealed that Capcom is currently developing several new M64 titles. One features a major dose of zombies (could be either Biohazard or a new Ghouls 'N Ghosts game); another is a fighting game, and a number of seouel titles.

One Goes to Japan
ASC Games signed an agreement with
Capcom under which Capcom would
distribute One. ASC's PlayStation

# shoot-'em-up, in Japan. Disney Classics Return On Oct. 15, Sega will release a one-

disc Disney pack which includes Mickey Mouse: Castle of Illusion and Donald Duck: Quack Shot. The game will carry a 4,800 yen price tag (about \$33 at current rates) in Japan.

Nintendo TGS No-Show Previous rumors about Nintendo ditch-

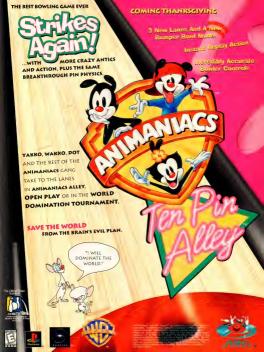
Previous rumors about Nintendo ditching Space World to exhibit at the Tokyo Game Show appear to be false. As of press time, Nintendo had not appeared on the exhibitor's list, and floor plans have been finalized. The Autumn Tokyo Game Show '98 takes place Oct. 9-11 at Makuhari Messe, Chiba, Japan.

# Bustin' Beats Til Dawn

If you thought PaRapps the Rapper and Bust A Move (Bat A Groove in the United States) were addictive, then you'll have to check out Konami's Beatmania. In it, you have to be the DJ mixing tunes. Too lave for "keys," which are used live a plano. You in them as bars come down to the bottom of the screen, becoming the music you have to make to provide the property of the laws. When the provided in the law of the laws to make the provided the laws to the laws to make the laws to the laws. The laws the laws to the laws to

Konami announced a PlayStation version, coming to Japan in early October. It's based on Beatmania and Misx, which is a revision of the original arcade title. ASCII is releasing a spocial controller for the game that features the arcade key Jayout. The game is also Dual Shock compatible, but to get the feel, you need it.

www.konami.co.j



	Top 20	
7	Gran Turismo Sony Computer Entertainment	2
2	MLB Featuring Ken Griffey Jr. Nintendo	7
3	Banjo-Kazooie Kintendo	NEW
4	All-Star Baseball 99 Acclaim	NEW
5	Tekken 3 Namoo	1
6	GoldenEye 007 Ninterdo	6
7	Quest 64 THO	NEW
8	Road Rash 3D Electronic Arts	NEW
9	1080° Snowboarding Nietendo	3
10	Mortal Kombat 4 History	NEW
11	Mortal Kombat 4 Nidway	NEW
12	Vigilante 8	NEW
13	Jeremy McGrath Supercross 98 Acclaim	NEW
14	MLB 99 Sony Computer Entertainment	9
15	Yoshi's Story Nintendo	11
16	Need for Speed III: Hot Pursuit Electronic Arts	5
17	Super Mario 64 Nintendo	13
18	Triple Play 99 Electronic Arts	8
19	Mario Kart 64 Nintendo	15
20	Kobe Bryant in NBA Courtside Nintendo	4
€ GM	once IRPO TBSTS Viceo Games, May, 1998. Call them at (516) of issues regarding this list. For it game descriptions written by	as a sus for the cold staff.
$\mathcal{L}$		

Gran Turismo Yes, we know that it's a PlayStation game. Those of you that spotted our little faux pas last month are no doubt giggling like school girls. Anyway...SCEA's incredible racing

game made a deserved jump to the top spot. If you don't have it...buy it. 9.5 9.5 9.0 9.0



MLB Featuring Ken Griffey Jr. Not the best baseball game around for the N64, but not bad by any means. Apparently Nintendo's extensive marketing of this one has paid off, Again,





Banio-Kazooie Expect this one to stick around near the top spot for months. One of the best N64 games to date, with simply gorgeous graphics and H-U-G-E levels.

9.5 9.5 9.5 9.0



All-Stor Baseball oo Certainly our favorite of the three N64 baseball games, but oddly you don't seem to be paying attention to our reviews. A great game with incredible graphics.

8.0 8.0 8.5 8.0



Tekken 3 it's been around a while now, but Namco's virtually perfect game is hanging in there. There isn't a better fighter on the horizon, so expect this one to stick around.

10 Crispin John R 9.0 10

Besides Zelda and Perfect Dark, what othe N64 games are you looking forward to?







DUE SOON







### Top 10 **Editors' Picks** as of July 27, 1998 Powerful Pro Baseball '98 Banjo-Kazooie Brave Fencer Musashiden

Kisetu Wo Dakishimete Sany Computer Exteriorment

Yuppigg: Monster Cup Breed & Battle

Lunar 2: Eternal Blue

6 Kagero: Kokumeikan Shinshou

Sony Computer Entertainment 8 Bakusou! Deco Tra Densetsu

OverBlood 2 Evergelian: Eve To Yukei Na Nakama Tachi OD 10 as of August 1998 Tekken 3

Hames Marvel vs. Capcom: Clash of Super Heroes

finiden Tee '97

Strikers 1945 II Metal Step Z Super Puzzle Fighter II Turbo

Police Trainer PSP Marketing/ICE

Golden Tee 30 Golf Incredit e Technologies **Bust-A-Move Again** 

10 BX

# Say What?

G. Darius

Revil fire

Tekken 3

8 Perasite Eve

Madden NFL 99

NFL GameDay 99 6

Square Electronic Arts.

Shining Force III

Gran Turismo

Sony Computer Entertainmen

"It's absolutely for people over 18. We have no loc Camel here. and we're not doing any Gummi Bear pack-ins." -Harvard Bonin, producer for Virgin's ultra-violent fighter Thrill Kill, explaining that his game's not exactly for the kindergarten crowd.

"I don't see how Michael Myers (the knife-wielding villain in Halloween) can be seen encouraging kids to shoot other kids These people (in school crimes) are raised around guns. The video games that they play have dehumanized and desensitized them to what real bloodshed is."

-Jaime Lee Curtis, star of Halloween: H2o, skillfully removing blame for teen violence from horror movies and placing it on video games.

"Andy Gavin and I have spent more time on the Crash projects than we spent getting college degrees." -Jason Rubin, main-man of Naughty Dog, on higher education. "As long as Lara doesn't get drunk and smash up her car, which

can happen with cyber characters, they've got a really valuable franchise. You know-she's not going to pull a Spice Girl and quit the group." Sean McGowan, analyst, on CNN's Newsstand Fortune, separating

video games from reality.

"In Biggs' case, a little Dick goes a long way indeed." Sandi Beckstead of SingleTrac on its new game, Roque Trip. Source: videagames.com developer diaries

"The other day, I tried to shred my cereal with claws on my hand, and I don't even remember if it was a dream." -Seth Gerson from Activision telling us what it's like to be Wolverine for a day.



Twenty years ago, Michael Myers wreaked havoc on the small screen in Halloween for the Atari 2600.



## Classic '80s Action.

















































































# Sleek '90s Design.



t the super low sticker price of about a buck a game, this baby's fully loaded with 30 of your all-time video game favorities! In the first and largest arcade collection ever, Activision Classics gives you all the gameplay mileage of the original Atari 2600 games, newly "engineered" for your PlayStation' game console. With timeless classics like Pitfalli, River Raid and Kaboomi, you'll be reliving the good old days for hours on end. Handy carrying case, standard.











# SCHOOL'S OUT

APCON unleashes explosive tag-team fighting action in Rival Schools — the most innovative 3-D

fighter that teams up 14 brand new warriors united

by fate. Vibrant graphics, an intense stary fine, sutrageous new cambes and Capcom's signature gameplay make Rival

Schools the 3-D tag-team battle that's completely out of control.







OF CONTROL.



# nteno

-11ml -100.01 **Plackbooks** 

PROPERTY SAME

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The X Cup

If you've got what it takes

King and Joker Cups on the

n up the insanely tour

er difficulty and the en X Cup. The X Cup

om tracks, for a new

erience every time!

to beat the lack, Oueen.

Expert difficulty, you'll

# F-Zero X

Publisher/Developer Players/Genre Web Address: www.nintendo.com

TANDARD

Fastest Racing Game

Ever?

1991 when the Super NES was first launched, Frames of all time. Sadly, aside om two 16-Bit Satellaview-only

"updates" in Japan, a sequel was never released... until now. Finally, F-Zero X for the N64 is finished, and we've spent just about every waking hour of the last two weeks playing through game has to offer. Needless to

say, this isn't another Yoshi's Story: oh no-this is one sequel Refore we get into detail about the game's structure and play mechanics, let us make one

thing very clear - this game is FAST. We're talking so quickly and smoothly you'll have a hard time over looking at Extreme-G or Aero Gauge in the same light again. Even the Four-player Mode screams by

different "Machines" to choose from (Machines are what the hovercrafts are called...if you're lazy you can just call 'em cars. We won't think any less of you.) Well, there are no different Machines you can choose from in F-Zero X. At the beginning, you can only from the original F-Zero), but as you win Cups at the us difficulty levels, you'll open up more

# BLUE FALCON

Although you'll only start with the first six, eventually you'll have 30 different Machines to choose from.

Machines. Each Machine is rated from A (best) to E (worst) in three categories (Body, Boost and Grip). and they each have varying weights which affect their

overall performance.

In the main mode of play (GP Race Mode), your challenge is to win each of the game's four Cups (Jack, Queen, King and Joker). Each Cup contains six courses. In the beginning, only the first three Cups are available-to open Joker, you need to win Jack, Queen you do that, the goal is to win all four Cups on Expert difficulty-NOT an easy task. In fact, this is one of the Nintendo-made games aren't known for being









# NINTENDO 64





# If you find yourself falling behind in the standing, a great way to pull yourself back in is to chase down and destroy your Rival By attacking with either the Side or Soin Attack maneuvers). Doing so will usually put you back in contention.



intredibly difficult, so the challenge involved in F-Zero X makes for a very pleasant experience (especially if yearly red of-school and think most of today's games, are just to od same easy). Approxy, if you do best all the Cups on Expert difficulty, you'd lopen up the Master difficulty (which is nearly impossible—only the best of the best will be able to beast it) and the mysterious X Lup. The X Lup rules—each time you play it, the experience will be different. Why Because the tracks

This not only makes for incredible replay value, but if wakes for great multiplayer matches, since no one player will ever have the advantage of knowing a track better than any of his opponents. Even though if its highly unlikely that the 64D0 will ever be relaxed in the U.S., garners in Jugan will be able to purchase an Expansion Dask for FiZero X (for the OO) that will allow disk, and then edit them. Cool;

The tracks themselves are billiant—there are twists and turns all over the place, corkscrews, ramps, tubes (some that you go inide of, and some that you go outside orl), patches of dirt and ice that can hinder your progress, they and more. There are no tracks with mind or magnetic strips; fisher hor official r-Zerot, interesting track (Hyputs to keep you busy. There are four different camera angles that you can use, though to be horoust, we found the debut camera to be the

to be more to be the most useful.

One of the best new features in F-Zero X is your ability to attack opponents, kere's how it works: I When racing, the Z and R buttons act muth like the L and R ones did in the original game – holding either one while turning will result in a sharp turn in either direction fand to add to this. If you hold the analox

### Death Race

F-Zero X's Death Race Mode lets you aggressive types go all out in an effort to destroy all 29 competing Machines over one relatively small track. The game will keep track of your best time in this extremely addictive (and



fun) mode.







After every race in the GP Mode, you're awarded points. To win a Cup, you need to place first overall.



# NINTENDO 64





Dash Plates send you zooming ahead at insane speeds. After one lap, you can Boost as often as you like (at the expense of your energy bar). turn, you'll drift rather than slide, giving you even more control over your turns). If you double-tap Z or R, you can initiate a sweeping side-attack that can take out an enemy racer in one-shot if

executed properly. Even better, if you hold Z and double-tap R (or hold X and double-tap R (or hold X and double-tap R) except S and adouble-tap R (or hold X and double-tap R) expense years of the S and tap R (or hold X and Y an

rankings. Nobody said winning would be easy...but it sure is fun!

When you first turn on F-Zero X, you're given the option of playing any of five different gameplay Modes: OP Race, Time Attack, Death Race, Vs. Battle

173 - 3 0 /30 mac 00 07/207 - 00 01°35

and Practice. There's also an Options Screen that lets you toggle a few settings on and off (CPU racers in multiplayer, Slots in multiplayer and a Handicap setting). We've already explained the GP Race Mode, so let's run through the others.

First up, Time Attack. The Time Attack Mode lets you challenge any course you've opened up so far to compete for the best times. There are no other racers on the track, but you can save your performance as a



# F-Zero X-Pansion

Right here are the first two screens released of the upcoming Track Editor in the 64DD expansion disk for F-Zero X. Unfortunately it'll probably never see the light of day in the U.S. since the DD is all but dead here, but we can always hope, can't we?





Like in the original F-Zero, the character designs are drawn in a U.S-cartoon style, with such hokey names as Captain Falcon, Roger Buster and Beastman, among others. The original four racers are back, along with 26 new ones.



tentes recity of the time to reverse appropriate the facilities have been per 50%. On the time to the facilities on Tay at the profit process arms or by to 7 or not extens, that it would be not too to the facilities had been perfectly at the perfect per or the facilities for the facilities of the facilities.

















# MINTENDO 64





### G-Zero

Multiplayer play in F-Zero X is surprisingly smooth, even with the four-player split screen. Once you open up the X Cup, things get real exciting, as the random tracks make each race an entirely new experience for each player involved.

Bet you forgot about this one, eh? That's right-Nintendo was actually planning on releasing an F-Zeroinspired flight racing game for the Virtual Boy called G-Zero before the system met with its untimely demise. Too bad it never made it out-it might've been one of the few VB games actually worth checking out.





Chost and then race against to nithe second unthrough. This is very code unfortunately, you can only save one Chost at a time, so if you want to save new code, you'll have to everifier you old one. I have not consider the control of the control of the This mode pits you against the other go racers on retablely small facts. The object is simple: Destroy all of your opponents as lists at you can. You get as a retablely small fact. The object is simple: Destroy all of your opponents as lists at you can. You get as a retablely small part for the property of the control and the control of the control of the control of the against your friends. This Mode is very code, but it's against your friends. This Mode is very code, but it's put two demodification: Your opponents aren't very aggressive at all, to you don't have to warry about 27 You can only by this mode with one player.

D'oh! This would've made for a great variation on

requisir Multiplayer play.

Next up is Vis. Bellet II, you've got friends to race with, this mode nocks. You can race with two, three or four pulswas on any of the nexts you've opened up so four pulswas on any of the nexts you've opened up so most views via a point system this place gets free most views via a point system this place gets free points, second gets there, etc.). To add to the excitement, you can switch on the Siot option in the excitement, you can switch on the Siot option in the options of them. This if I galayers who've tool (either the continued of the continue

an unsuspecting appointer.
Finally, there's the Practice Mode. This is pretty simple—you just pick a difficulty level and a track from any of the Cupy you've opened up so far and go. You'll still have 29 other racers to race against, it just won't count in the end. There's no lap limit here, so you can just race over and over until you've perfected

the track.

So there you have it. Nintendo's been up and down in recent months, but F-Zero X is definitely a major up.

It's one of the best Nés, games to date, with yeart gameplays, lick visuals and immense replayability. Add to that the major challenge (especially on the Expert and Messler difficulties), and a rockin's coundrack (easily the best we've heard from Nittendo on the Nés, so far), and you've got another must-own Nityamoto title, last be prespected to wait a bit—the U.S. version isn't scheduled for release until late October. @

### More F-Zero? BS!

That's right, it is BS. BS Satellaview, that is-Nintendo's Super Famicom satellite add-on that was only released in Japan. Over there. gamers were treated to two special updates of the original F-Zero that were available for play on the special satellite service. The first one, BS F-Zero Grand Prix, featured the original F-Zero's 15 tracks, plus an all-new track to race on. There were four new Machines to race as too-Blue Thunder, Luna Bomber, Green Amazone and Fire Scorpion. In BS F-Zero Grand Prix 2, there were five all-new tracks to race on, and the same batch of new racers as the first BS F-Zero. Both games featured Practice Modes that let you practice the tracks either alone, with a CPU racer, or an exceptional Ghost racer. These games featured the same graphics and music as the original F-Zero, but some of the new tracks were very cool (and challenging). and the vehicles looked slightly different (they were all rendered, like the characters in Mario RPG or DKC).







# Customize your fighter. Save data. Visit a friend. Inflict maximum punishment. Smile."

his a direct. Let cash to the only automizable and an important to offer the cash of farm — he has ease card Close at the same card Close at the aims explicit space deformed Classecter node, and chase after 200 rate and powerful times while pulsering up or opponents. Equip your character for maximum effect. Save the data in your Controller Park. Paints your Dindict his privacy of their own homes to opin for the "brind Mode", and choose between a classic — and Epistonia (Stat. — 20 mode, or brown it of info 20 mornounts. Gain ranks as you improve — you'll also be presented with tips on how to become even better. Discover combos, counters and special moves! Nurture your character until it turns into a lethal weapon!

Rumble Pak compatible



















Publisher/Developer Players/Genre % Done FA Sports

Web Address: www.easports.com

## **NHL 99**

#### The Best Hockey Game In Town

My 2 Cents

With the preview

version of NHL 99 we

received, EA supplied

ducer, Ken Sayler,

hen asked about his

...my favorite feature

sports fan is someone

who plays the sport recreationally, Having

played ice hockey. I

how fast, intense and

physically demanding

the NHL looks to me."

n good. No other

hockey game properly

re-creates the excite-

nt and intensity

that comes with the

sport, and I applaud

EA and Sayler for

realizing this and

doing something

-John Ricciard

This, to me, is the

essence of why the

NHL series is so

nunicating just

have an interest in

is the intensity of neplay. The best

favorite feature in NHL 99, Sayler responded

us with a little Q&A

with the game's

he N64 has

games so far. Breakaway '98 and Midway's trip of usly similar titles (the

have been up to par, gameplay wise, with EA's renowned NHL series. This year it's only going to get tougher for everyone else. as EA is currently putting the finishing touches on their first

N64 NHL game, NHL oo As you may know, EA's NHL 98 for the PlayStation last year was one of EGM's favorite backey titles of all time. NHL 99 for the N64 uses an updated version of that very same gameplay engine. and aside from some obvious differences (no FMV, no two-man

but for a first outing on the Nintendo 64, this is actually very impressive.) NHL go's most impressive aspects lie in the came's realism. The graphics and animation are just fantastic. and the sensation of speed (which is very, very note of this) is brilliant. The in-game AI is excellent for the PS and PC), though in this preview version (which seems to be pretty far along), the goalie Al still needs a lot of work. Aside from that however,

may be just as good, if not better than last year's

marvel. (We'd expect this from a PlayStation sequel.

important in hockey-other developers should take (and all-around improved over last year's NHL games the AI is definitely where it needs to be. There's obviously plenty to keep the hard-core backey fans satisfied (don't forget about the on-the-fly offensive and defensive strategy changing, player creation and line editing features), but EA's also looking out for newbies as well. If you're more concerned about just getting on the ice and playing, you can Overall, NHL og is definitely looking sweet right

opt for a Quickstart game which'll throw you right now, but EA definitely needs to address the goalie Al problems and maybe consider getting some new



#### The 3D graphics in NHL 99 are even more breathtaking than last year's gorgeous NHL 98 for the PS.

voice samples for the (very limited) play-by-play, because the stuff in there now is pretty hideous. If all goes well, NHL og (which allows for four-player play and supports the Rumble Pak, by the way) will be the N64 hockey game to own when it hits store shelves

this October







New for 99 is a small shot power meter (above) that you can use to determine the power of your shots.



The NHL series has always been known for great gameplay, and so far, NHL 99 is living up to that standard quite nicely.

# BART + 007 - KERMAIT =





HE GECKO









Web Address? were abject com

## **Buck Bumble**

Beware The Bee With The

Big Gun

tart with Star Fox, add in some Duke Nukem, elements of Mario 64, throw in am all-insect cast, shake it up and out comes

in an all-insect cast, shake it up and out comes Buck Bumble, Ulb Soft's latest N64, offering. As cyborg bee Buck Bumble, your mission is to take out a horde of mutant insects bent on world domination. You control Park through an

for control Buck Inrough 2d free-flying mission-based levels destroying enemies who get smarter and arm themselves with better weapons as you go along. Purture a free-maining Star Fox

and you're halfway there. At its core, Buck Bumble plays like a classic-style shooter, but borrows elements that work well in 30 platform games, creating a mix of shooting action and mission-based objectives.

Levels include a Forest, Wasteland, Hive, Sewer,

unfamiliar to Buck with its own graphic style. Each level is sectioned into specific areas, making it easy to

seek, destroy and explore an area completely before

moving on to the next. Five Bosses await, with the

House and Graveyard, each becoming more and more



In one mission, you've got to save Buck's home base from being destroyed by the advancing mutant insect horde. There are plenty of enemies on this stage, all focused on attacking you and your friends.

Immediately you'll notice the main Buck Bumble theme, sung by MC Cisco. It's very....trange at first. The music throughout the game is composed of various instrumental techno-ish music/beats and synthesized sounds, with ambient buzzing/nature sounds in the background. Look for Buck to buzz into your favorite store this fall.

#### Behind the Screens

"We wanted to do something like Buck when we first started looking at the N64." Nick Clarke, producer of Buck Bumble toid us. "Something that wasn't a flight sim, but a shooter, and the bee

thing came up." So the 1 1/4" Insect hero, Buck, was born.
According to Clarke, the game was crafted using Miyamoto's "fair play" philosophy in mind. "It gives the player a fair chance, even if it's slim. We want the player cursing at the enemies, not at the game." he

biggest at the end—the mutated Queen. Additionally, there's a two player Battle Mode with five areas and a pseudo Soccer-style game called Burz Ball. Buck Bumble's graphics are a bland of sumeal, yet realistic characters and environments. The camera moves nicely, so that when the action is always in view. There are two camera angles to chapose from

during play— a third-person and piggyback view. Buck has the ability to use almost a dozen weapons, including guris like a Plasma Pistol, Stinger, Frag Cannon, Cluster Bombs, the H65 2000 and the all-powerful Fusion Cannon. You'll find certain enemies have weaknesses to particular weapons,





00003322









In Buzz Ball, the object is to knock the ball into your opponent's goal by bumping, nuking or shooting it in.

# DEVILISHLY ADDICTIVE



A High-Speed 3D Multi-Player Puzzle Game for the PlayStation. Game Console











UP TO 5 PLAYERS IN MULTIPLAYER

## IINTENDO 64

Publisher/Developer Players/Goare % Done

PASC seem abject com

## S.C.A.R.S.

K, OK, I'll answer

## Cars Shaped Like Animals? Go Figure

question first, What does S.C.A.R.S. this...Supe Computer Animal Racing Simulation, Don't look at me like that, I didn't make it upthat's what it's called, OK Underneath the ludicrous back story this looks like it's going to be an above-average attempt at a racing game on the N64, it's just a



stupid idea tacked on The press stuff we received I can't help thinki that they're scraping the barrel somewhat for justification for the cars' attributes-but who cares if the end result is good? Although still a coup of months off from being finished.

S.C.A.R.S. is already looking impressive, It certainly attracted attention in the FGM ffice, and that's always a good sign -John Davison



with the product talks of "the year being 3000 AD" (yeah...we wondered when that would start happening) and that "supercomputers have designed nine hyper-charged vehicles all based around some of nature's most ruthless killers," As you can probably imagine you must take charge of these animal-inspired racers (which are just odd-shaped cars if we're honest) and, well,

win races. Once the novelty of driving around in a shark/lion/rhino (??)-shaped car has worn off (approximately seven seconds after you noticed that was why the cars look so bizarre), you can sit back and appreciate that this is a pretty snazzy hybrid of the less crappy-looking off-road racing games out there, with a bit of WipeOut and AutoDuel thrown in By staging the whole affair "in" a supercomputer,

the team at Vivid Image has managed to come up with a pretty believable way of excusing any pop-up in the graphics. The game renders up the track as a grid before laving across the beautiful textures, so if the N64 ever has any trouble rendering stuff, it can revert back to the grid. Not that this is ever an issue though. The graphics throughout are slick, fast and

Effective use of lighting and fancy schmancy effects have been used throughout with different times of day some seriously good-



#### Sliding around corners gives a good example of how nicely S.C.A.R.S. controls. Graphics are nice too, eh?

all, each with different bells and whistles associated with them and these vary from snow, to light-sourced (red) lava and apparently later on there's even an underwater stage. Not quite sure how the predatory nature of the rhino (I didn't think it was a predator?!?!) will cope underwater - but when I see a final version of the game I promise I'll let you all know. The single-player game, even in the early stage that we've seen so far, looks like it's going to be quite addictive. Racing to the finish line is obviously the most important aspect of the gameplay, but to help ensure that no one gets in your way the game employs a WipeOut/Mario Kart-esque weapons system. Picking up one of the numerous icons dotted around the track equips you with missiles, shields, weird magnet thingles that slow people down and

turbo boosters, to name but a few. You can carry two different weapons at a time-but only use them in the order you picked them up. Once you've got the hang of the controls the game develops that same satisfying feeling you got with Mario Kart when you could take someone out from miles away with a deftly lobbed shell

As if the one-player game wasn't enough, S.C.A.R.S. also offers a Multiplayer Deathmatch Mode which is still being worked on and refined as we go to press.













NTENDO 64

Web Address: www.thn.com

## WCW/NWO Revenge

## It's All Fake

Right?

tiers you can

estiers you can ose from in enge, 50 of

authenticity of wrestling, there is no arguing that it's immensely popular these days, in fact, professional

wrestling draws some of the highest ratings on cable TV. It should come as no surprise,

then, that wrestling games are incredibly popular as well. THQ certainly knows this with their successful line of WCW games for the Nintendo 64 and the PlayStation, Now, they are preparing to unleash the sequel to their N64 game WCW vs. NWO: World Tour, entitled

WCW/NWO Revenge. Fans of last year's version should feel right at home here The gameplay is quite similar to before, but with enough tweaks and additions to make it feel that much better For starters, there are a bunch of little features

that serve to improve the game. You can now fight in actual WCW Pay-Per-View events such as Bash at the Beach and the ever-spooky Halloween Havoc. The wrestlers saunter into the ring while their theme music plays, just like TV. Even the crowd looks nicer, with crazed fans holding up homemade signs and sporting face paint.

Graphically, the game looks nicer than it ever has before. The wrestlers now look much smoother and animate more fluidly, and you'll be able to identify the pros just by looking at their faces or even their tattoos. Even though they sport more detail, the total number of wrestlers has been practically than 80 wrestlers you can choose from. Out of those, so of them are your favorite (or most despised) WCW and NWO stars.



#### There's no doubt about it, this new edition is a back of a lot nicer looking than last year's World Tour.

You're going to need all those wrestlers, too, One of the new features is a 40 (count 'em)-man Battle Royale Mode, Four wrestlers compete in the ring at once, just like in the last game. The only difference is that whenever someone gets defeated, he gets thrown out and a new combatant runs in. This cycle continues until all 40 people have gone. The man left standing in the ring is the winner

In addition to the Battle Royale Mode, you can also play the Championship Mode which gives you the chance to try to win the different WCW helts. The game will keen track as to your win/loss record and what belts you have won. While you're competing to earn the belts, you can edit your wrestler and change their allegiance from WCW to NWD at will, allowing you to mimic what is currently happening in the real sport.

it's a pretty safe bet that if you enjoyed World Tour, you'll love Revenge. There's plenty of new features that should give this game some very lone-term playability.







## JUST PLANM FUN!

www.JustPlainFun.net









#### KNIFE EDGE: Nose Gunner

Blast off for revolutionary, game play action with KEMCO® Knile Edge: Nose Gunner\*\* for Nintendo 64 Knile Edge combines the flast-paced action of a sci-fl shorto-mi-pu with the thilling joyride of an arcade-style flight game. Beautiful 3D polygon-constructed extraterrestrial environments fills the screen. The pioneer colonies on Mars are invaded and you have to short your way through enemy craft and ground defense placements. KEMCO's innovative game pass generation system computes the player's choice of assault craft, andigor character, difficulty level, and enemy kill raid to loop in up new branches and routed through the hotele environments will be considered to the consideration of the cons

#### Coming Soon On N64:













Publisher/Developer Plavers/Geore % Door Core Design

Web Address: www.nidesinteractive.co

### Fighting Force 64

## NId-School Brawlin' On The N64

f you were (or still are) a fan of Streets of Rage or Final Fight from the olden days of gaming, then Fighting Force 64 from Core and Eldos Is right up your butt-kicking

alley. Some of you might remember a PlayStation version which came out not too lone ago Well, the N64 is pretty much a twin except on cart instead of CD The main difference between

this N64 version and its Dr. Who? PlayStation cousin are graphics. Using the N6a's built-in effects. the Fighting Force team is giving soft edges to nearly

## Which Dr. wins?

Pointy bald head

Mod '6cs style of dress



gameplay is being tweaked. Fighting Force 64 uses the Al from the Japanese PlayStation release due to its later release. Since the Fighting Pointy bald head Force team had more time to work Retro 'Bos rock star gear

on the gameplay in the Japanese version, they are basically happier with it. There are less savepoints in the N64 version as well. What all challenging game. The PlayStation version suffered from being far

For those of you not familiar with Fighting Force, the game is basically a one- or two-player beat-'em-up like Final Fight except in 1D. Marc Silvestri of Top Cow Productions (co-produces of the comics. The Darkness and Witchbiode, among others) was approached to design the game's characters and give them personalities. With his years in the comic book industry, working for Marvel comics, starting Image



#### Guys with no shirts, bikers and scantily clad heroines are what await you in Fighting Force 64. Hmmm. comics and now working with Top Cow. Silvestri has

the experience to design some kick-ass characters. Fighting Force 64's story line sounds a lot like a comic book: A madman with a lot of money and power by the name of Dr. Zene predicts the end of the world, while his followers wait for his prediction to come true. It doesn't, so Dr. Z decides to make it happen himself with a little help from some bio chemicals. A couple of for-hire do-gooders hear about it, employ two of their friends and the world-saving

Each of the game's four main characters (two bulky males and two voluptuous females) has his/her own unique punches, kicks, slides and rolls along with special moves. You can also pick up objects and weapons to use against Dr. Z's goons. Enemies are standard stock but are generally pretty smart, often blocking and moving out of the way when you attack. The game's 22 levels take you to city streets,

subways, up into buildings, onto aircraft and eventually to Dr. Z's secret hideout where the final confrontation takes place.





After kicking the snot out of these fool go on over to the cola machine for a refreshing can of soda.





Publisher/Developer Planers/Geore % Done Release DMA Desig 1998

Web Address: www.take2games.com

## Space Station Silicon Valley

### This Is No Marin Clone

**Over 60** 

different animal

variations vou'll

get to play in

Space Station

Silicon Valley

versions of

th rocket

Some are simply

more dangerous

another, like dogs

The heavy hippo comes in

handy when you need to

oors of bodies of water.

walk around on the

ust when 3D mascot-based games are starting to really look and play alike along comes Space Station Silicon Valley, a new and innovative aD action game. Sure you run around and collect icons. Sure you play as a cute and cuddly animal (well, actually

several cute and cuddly animals). But the gameplay is totally fresh and original. You are Evo, an intelligent robot who is sent to investigate the mysterious reappearance of a longlost space station. The Silicon Valley project started more than 1,000 years ago. It was mankind's first attempt to produce intelligent, self-sufficient machines. A few minutes after the space station

launched, however, it disappeared. Now it's back with robotic life-forms that have evolved beyond control. This lighthearted game starts out with a humorous intro that has you crashing into the space station. Evo's body is destroyed, but his mobile and intelligent

"black box chip" survives. This chip lets you control any of the robot animals you encounter, provided they are deactivated (i.e., dead). Each of the 30 primary levels is inhabited with a

variety of wildlife. The animals can range from mice to gorillas to piranha to penguins. Every animal has very unique characterístics; some can iumo, some can flu. some can bite, some can float, some can swim, some can carpet bomb, etc. To get through each of the stages, you have to figure out what animal you want to control and when. See a hole too small for your lion to crawl through? Find and take over the body of a mouse instead. Got some heavy boulders in your way? Find a strong elephant so you can move them

Every animal has unique skills that will help you get through the levels. On the stage "Have a Nice Day!" for instance, your objective is to collect all the bonus icons and to round up four sheep into a pen. Since Sheep are afraid of dogs, you can use a

dog to scare them to go where you want. A couple of the bonus items are on islands where the dog can't swim to however, so you'll have to bite one of the sheep to death so you can take over its body to float to those islands. As you can tell. Space Station Silicon

Valley offers some pretty innovative ideas. It's definitely a change of pace from the traditional 3D platform-action games we're used to seeing on



check out this low-profile game that may end up being the sleeper hit of the year.

#### Behind the Screens

Playing it safe

A game that has you killing lots of cute als is bound to draw some controversy n attempts to draw away potential problem DMA Design is putting in constant reminders that these animals are actually robots livi in a space station, not real animals livin

the wilderness. That's why you'll notice a lot of metal in the stages' environments; som evels even have windows that let you see out into space. And when you kill an anim ou'll see sparks, not blood Don't worry. We're sure some parent















REALITY QUEST



Commercial to CLS referres Seat December 1881 Lather Chics Sells in Language CE (1887) - 1787. Notify Seat and Bestly Considerary on Selectors of Meets, Sent December Streets for a Language Constitution of Selector.



## JIM USED TO BE SHALLOW, NOW HE'S GOT DEPTH.

After getting konked on the noggin, Jim back flips, pig-boards, and helicopter heads his way through six neurotically insane levels of his own unconscious brain. Better yet, he gets to romp around freely in lush 3D environments. But do you want to tell our study hero that it's "all in his mind" or should we?







Dreaded Disce Zembies



arthworm Jim 3D is also



Worming Your Way Winter '98

1999

## Penny Racers

## Marin Kart-Style Racing Gets Even Cuter

#### My 2 Cents

I'm not a big fan oi lario-like racers but I st admit I like the ng gameplay in t-style cornering y not be realistic it it sure is fun to do. gugh the game ears to be a listic rack erience, the real in doesn't begin unti you reach the highe vels. Faster cars better weapons and he only problem may be whether you'll have he patience to was rough the earli tages to get to the ood stuff

-Dean Hager

No cute racer is complete without an ice track.

ake environmen that appear to those in Mario Kart, throw in a vehicles and voila have Penny Racers, OK, Cliff otes summary aside. Penny

bunch of cute nulfy Racers has a surprising amount of deoth hidden within its simplistic facade. And while it's true the Mario-esque backgrounds are in stark contrast to the flat. cartoonish appearance of the cars, looks can be deceiving.

Called Choro Q in Japan, Penny Racers offers drift-style combat racing with a ton of car modification options (over a hundred) to keen the racing competitive. The higher you place, the more add-ons you can buy or steal from your opponents' cars. Upgrades allow you to build usine

basic additions of power, acceleration, tires, etc., but also offer body style, armor, decoration and weapons as well. Of the 13 cars most resemble actual street cars such as the VW Bug, Acura NSX and Porsche 911, to name a few. Of course the caricatured appearance makes them look more like small pillows than high performance cars but it's all a part of their charm. Although there are only nine courses available, a simplistic track editor increases that number exponentially. Courses can be built in about a minute.

if need be, with the option to save the good ones. Combat portions of the game include spike and bomb dropping. Run over one, do a couple flips and you're off again. Vehicles replenish their supply by picking up power-ups or loading up before the race. In general, racing cartoon cars drift-style through Mario-Kart inspired environments is entertaining in and of itself. Throw in the multitude of car mods. combat and track editor options and you have an interesting game overall. It does seem like it'll be better suited for your little brother though. Even with all the options it still ogges cutesy cartoon goodness. But then again, cartoon racers do pretty well on the N64 so who am I to judge.

Mario Kart fans as well as four-player fanatics racing title.





The Volkswagen Beetle isn't known for its racing prowess, but it sure looks cute on the road.



prisingly, these little cars pack a lot of physics including sway, roll-overs and spinouts.



Overall resemblance to Mario Kart is pretty obvious-except the cars of course.









Players/Genre

1993 (Jana

#### Ogre Battle 3 riginally thought to be a 6400 game.

The Classic Strategy/RPG Returns

Quest has recently unveiled the first screens and info on the latest chapter in the Ogre Battle saga, the now cartased Ogre Battle 3 (tentative title). Set between the original Ogre Battle (Episode V) and its sequel Tactics Ogre Episode VII), Ogre Battle 3 (Episode VI - duh!) takes ome of the best aspects of both previous games

(which were decidedly different from each other, gamenlay-wise) and adds a bunch of new features that are sure to delight fans of the series As you know, battle is the main aspect of the Ogre series, and Ogre a is no different. This time there are no hex grids or squares on the battlefield (which is now completely

polygonal) as there were in Tactics Ogre There are no "Turns" or "Phases" anymore. either. Instead, the player assigns his armies in groups in real time on the map. Where Tactics Ogre featured one-on-one tactical combat (much like Final Fantasy Tactics). Ogre is much more like the first Ogre Battle, with huge army vs. army battles that require less specific micro-managing of individual units When a unit faces an enemy, the battle will automatically begin. Since you play the role of the commanding officer, the battles will play out on their own, though there are various factors that can determine their outcomes. You'll be able to intervene during

Counter" gauge. This will allow you to choose between several different Counter Commands when full. You can also choose to have your units act aggressively or non-aggressively, depending on the situation and the current conditions in battle. When preparing for battle, each unit is placed on a 3x3 grid called the Positioning Square. Your units will act and react differently depending on where you place

battles to alter commands or perhaps rethink your strategies with the new "Intervene

them in the grid. How many times they can attack, how and when they attack (indirect, direct, etc.) all depends on their positioning in the grid. There are many different character classes in the game (over 20 have been revealed so far, including Fighters, Wizards Dragon Tamers, Hawkmen and more), and you'll be able to evolve and change classes during the course of your journey as you build up experience.



#### The field map scenes are composed of 2D sprite characters on huge 3D polygonal landscapes.

Like its predecessors. Ogre a is expected to have several user-friendly features. Already confirmed is an Information Room that allows you to view events that have already occurred, see profiles of all of the characters you've met and get hints during play, as well as a Tutorial Mode that'll explain all of the nuances of the game's complex gameplay systems Ogre Battle 3 is slated for release this fall in Japan, with a U.S. release expected in '99, Rumors have been circulating that Nintendo will publish the game in the U.S., but nothing has been confirmed yet.

#### Ogre Inspiration

ar? Well, if you're a fan of the p

The great big fight is over igle blow let trumpet cry e battle lives forever mo ome to pare battle

'Os and '80s rock group Queen, and you tho at the name "Ogre Battle" sounded familia it's because you've probably heard Fredd Il treleased in 1974), has a song cal re Battle," which was the inspirati insely popular Strategy/RPG series I The creator of the Ogre Battle series (wi ss since left Quest) is apparently a big fan of uean, as the original game's subtitle ("The Mar e Black Queen") was another track on ti





As you can see, the graphical style is very reminiscent of past Ogre games (Ogre Battle and Tactics Ogre)



One of the rendered backgrounds fro Ogre Battle 3, in the game, they won't look as hi-res, of course.

## SHIFT OVER TO GT64!





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## NINTENDO 64

## Castlevania 64

We recently got our hands on the latest playable vession of Konami's upcoming Lastlevania 6a, due for release late this year. While the again colors promising flust check out these gargeous screens). It's definition of the control of the colors promising the color promises and the color promises of the colors promises and the colors of the colors of







































## NINTENDO 64

#### GT World Tour

Finally a solid Ne<sub>4</sub> racer? From Boss Game Studios and Midway, GT World Tour features at least so tracks, 15 cars and a new gamepiley engine that is in oway related to Top Gear Raily (the Ne<sub>5</sub> update from Boss, Midway and Kemso of the Super NE<sub>5</sub> classic), With a speedly frame rate, specular highlighting on the cars, a load of special effects and a good number of cars on the screen at once, GT World Tour could very well be the Ne<sub>5</sub>4 answer to FlayStation's

Gran Turismo. Look for it later this year.

















## **ACTIVISION**



**AUTHENTIC KUNG-FU ACTION** 



LEGENDARY ANIMAL CLAN BATTLES



BEAUTIFULLY ANIMATED ADVENTURE

Strut your had self through 20 intense levels of sweeping rivers and dense hamboo forests on your nuest to defeat the Dragon Master.



Take on lethal animal enemies inspired by Chinese legend, including muscle bound snakes and ferocious wild boar.



Send them flyin' with over 100 character moves and authentic Kung Fu attacks like the Leopard Pounce and the Monkey Roll.



Then, unleash your tiger attacks, and finish 'em off with thrashing claws and razor sharp teeth. Tai Fu-putting the "FU" in Kung Fu.



That's Chinese For Kick Ass.

## A NINTENDO 6

#### **Tonic Trouble**

Ed the Space Shaker (hattareer that missaily rately stores things up for Earth when he spills a cared mysterious trace (char, you to the title) from his space-tilly, causing termilde mustations to court. As he runbes to undo the problem, he encounters bot flying toast, mutant fruit and a village of CD-ex-critiquipy existios. To extend the call of the counter of th















HE GAVE HIS LIFE FOR HIS KINGDOM NOW HE'S GIVING HIS DEATH.

## MEDIEVÎL

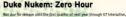


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## NINTENDO 64

#### Survivor Day One

Konami recently stopped by with a few things including a playble version of Survivo. Although the game's quite early, it gove to a general idea of where it's heading sameplay when. The Fade to Black feel is definitely there, along with some week-looking gramples. Basically the story puts you on a Noah's Ark type of ship, where you represent the male half of the human species. The object is to find the female and...well, we think you get the lake. Hopefully shelf lilb keyou.



Eurocom's Duke filts for the N64 is somewhat similar to the PlayStation game Duke Nukem: Time to Kill. This is a very different game though, with a completely different story (altihough there are rumors of some time travel in there) and a brand-new 3D engine that boasts some seriously cool effects.











#### Charlie's Blast

Join Charlie as the stops an evil corporation from damming all of the fivers in a local valley. Like Bomberman, this do-gooder uses bombs to get his positive message across. With hi-res graphics, some gos levels and multiplayer support, Charlie's Blast should be a velcome addition to the Nica puzzie game library, Look for it from Realtime Associates and Kemco later this year.

#### Knife Edge

Knille Edge hom Kemco is a first-person shooter coming to us sometime in the fourth quarter. To clarify, the game list't at first-person shooter like Quale—rather, it's like a light your game where you use the analog controller to move around a crosshair. The game is not a track of sorts. The game is not a track of sorts. The game is not rather for sorts of the cross-person controller in the controller in















THE CINEMATIC RPG



A chilling new adventure that could only ome from the creators of Final Fantasy\* VII.





#### SQUARESOFT

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Square Co., Ltd. Neb Address: www.squaresoft.com

Final Fantasy VIII

Warning: Demo Spoiler! The n July 16. Square released Brave

latest Info On

Square's

Next Classic

It's only been about 18

months since FFVII hit

lanan, and already the

FFVIII demo is upon us. This very well may be the

biggest PS game of '99.

Preview:

Fencer Musashiden in Japan, which was bundled with the highly anticipated playable demo of Final Fantasy VIII. Of course, we were right there to snag one of the first copies of the demo, and now we're back with an updated preview of Square's incredible new RPG sequel.

First, some background on the story. Not much has been revealed yet, but here's what we do know. There's a strangely shaped building in the game that serves as a school for soldiers (sort of like West Point—see issue #109, page 72). The school is called Garden, Squall Leonhart, one of the game's main characters (and main character in the demo version) is one of the trainees of the school. It's a private school for students between six and 19 years of age. If a student doesn't pass the graduation exam at

some point between the ages of 15 and 19, he or she will be expelled from Garden. Garden graduates are exceptional people, and possess the ability to use magic Interestingly enough, normal people cannot use magic, and

there are no magic shops at all in Final Fantasy VIII. An even harder goal than merely passing the graduation exam however, is to become a member of SeeD, a special force that's known around the world of FFVIII. Highly capable trainees have a chance to try out for SeeD, and that's exactly

what Squall is hoping for.

The demo itself (titled \*Escape from Dollet") contains only a very small portion of Final Fantasy VIII's gameplay-no more than an hour or so at

Intro FMV most. The demo involves Squall and two new characters, Zell Dincht and Rinoa Heartilly-all SeeD candidates-taking part in a mission from Garden with their squad leader, the mysterious Seifer Almasy, Toward the end of the demo, they receive orders to withdraw from their mission and meet at the coast, which is when the timer kicks in flust like

#### Zell Dincht **Character Information**

Name: Zell Dincht

Zell Joined Garden wit was 13 in order to train himself to be a great ler like his grandf sho he admires very much

He's an honest fighter, and he's very straightforward; he fits into the military stereotype perfectly. He ofto loses his temper, but that doesn't seem to concern him very much. An all-around est man, Zell grew up in a wealthy nily. Because of this, he lacks ousness (this is all according to official are materials). He's a quick and lethal ter, and a martial arts master.

in the FFVII demo), and they're given 15 minutes to get the hell outta Dollet

Even though it's rather short, the demo makes for a great teaser. The world graphics are beautiful, the animation is even better than it was in FFVII, and the game's integration with FMV is remarkable-it's nearly flawless. There are three FMV scenes on the demo (the opening, a mid-FMV and a closing movie), all of which are of typical Square quality. The ending in particular is awesome. The in-game characters look much more realistic this time, though the texture manning makes for some pixelization when viewed up close. As we said in our last preview, you now see all

party members at all times during the game (instead of them just coming out during event scenes, as was the case in all previous FF games). Since the game supports Sony's Dual Shock analog controller, you can adjust your characters' walking speeds from a subtle tip-toe to a full-on dash, depending on how hard you press the analog stick. Vibration is supported top, both in and out of battle scenes (you

The demo's intro features Squall and his fleet heading toward Dollet with a group of slick-looking (and wellarmed) water-based crafts.













can turn it off if you wish, of course). Even the music is excellent, though there's not too much

of it in the demo. Gameplay-wise, there are two new battle commands that have been revealed in the demo. One is the Draw/Stock magic command, and the other is the Guardian Force (G.F.) command. So fac it seems as if Magic Points have been eliminated entirely and replaced by Draw/Stock. Here's how it works: In the demo, you have three party members the entire time who so into battle: Squall, Zell and Rinoa, Squall and Zell both have a "Draw" command in their Command Menu. This allows them to "Draw" magic from their enemies and either "Use" it immediately, or "Stock" it for later use. In the demo, you can Draw as often

as you wish, and there doesn't seem to be any limit to how much magic you can carry (or steal). This isn't exactly a good thing, as you could just run around getting into random encounters to massively build up your stock of magic spells; but then again, this is only a demo. We're sure the final game will have some sort of limit to how this works to keep the

far. But of course, we'll keep

Unlike previous FF games, now you can see your entire party on the field at all times. This is, of course, to make the game seem more realistic during play.



Rinoa, on the other hand, has a command called "G.F.," which is short for Guardian Force. This seems to be the replacement for Summoning Magic. which has always been a staple of the FF series. Guardian Force acts much like a

Summon spell did in FFVII—you select the command, choose a monster (the demo version lets you choose Leviathan), and the monster comes and wreaks havoc on your opposition in an intense animation filled with blinding flashes of light and all sorts of incredible special effects. You'll be able to evolve your Guardian Force monsters as they gain experience, so they can grow and become more powerful throughout play.

While Final Fantasy games generally don't carry over unique gameplay systems from previous games in the series flike Materia, for example), there IS a Limit meter in FFVIII. So far though, it doesn't seem to be quite the same as it was in FFVII. In the demo-Squall and Zell both get special attacks that become available after they take a certain amount of damage. Zell's is called Meteo Bullet, and it's a pretty cool attack that does a huge amount of damage. Squall's is called Renzokuken (Sequential Sword Attack), and there are three different forms of it-each has its own special Limit Meter. On the meter are little triangles; as the meter fills up during the attack, you can increase the damage done by pressing R1 every time

similar to Squall's normal attacks, which can be strengthened by pressing R1 just as his Gunblade cuts through an enemy. Unfortunately, that's all we know. amonge else will have a Limit Meter has been released so

> you updated. That's all for new information this month. Be sure to as new info is released, you'll find it right here. In the meantime, enjoy the latest barrage of screenshots we've prepared for you.



Seifer (in the white) hardly seems as villain as say, Sephiroth, but he's certainly got an odd way about him that leads you to believe he may not be trustworthy.







There's loads of pauses throughout play for plot development and in-game cinematics.













#### Middle FMV

The one mid-demo FMV scene shows Biggs and Wedge (yes, the duo from FFVI and FFVII are back again, in all-new form) activating the huge satellite antenna. What it's attacking or signalling isn't made clear, but the video is still a marvel to look at (aren't they all?).



This tower-like structure with the huge antenna at the top is obviously a key element to the story, or at least the area around the demo anyway. About midway through the demo, a cut scene occurs where the antenna is activated—what could it be for? Hmm...

















After defeating (well, actually avoiding) the demoend Boss, X-ATM092 (the Black Widow mechanical spider), Squall and friends take off toward the ship that's waiting for them. A fantastic sequence shows the spider pursuing them, only to get gunned down at the last minute. A grand finale, indeed.

#### Seifer Almasy Character Information

Name: Selfer Almasy Age: 18

Helaht: 6'2" Weapon: Gunblade (?)



Seifer is the mysterious man who is apparently the leader of Souad 8 (the See candidate squad in which Squall belongs! Though he's talented, he's regarded as problematic because of his short-tempered attitude and inability to properly follow orders. Still, there's something dignified in his bearing that nobody else

has. Because he realizes Squall is gifted, he considers him to be his rival, but could the two be linked in more ways than we've seen so far? If you'll notice, he has a scar on his face that's remarkably similar to Squall's, and his weapon looks just like Squall's Gunblade, Unfortunately he is not a playable character in the demo, so we'll just have to wait and see what becomes of him





Here we see Biggs and Wedge getting blown away by an unseen demon Boss (Biggs: Wh, what the?).

















## PLAYSTATION



The final battle of the demo pits Squall and co. against a huge mechanical spider. After unleashing a certain amount of damage, you can run away; the object is to keep running until you can get back to your ship and get the heck outta town. The chase scenes near the end are exciting, to say the least.





























Chocobo, complete with smaller, glassie eyes and a more realistic" look











## PLAYSTATION

As you can see here, all of the characters are now texturemapped, which definitely makes for more realism. The downside is that when viewed up close, things can get a little bit on the pixelly side.



#### Special Attacks

Squall has three different special attacks in the demo, each of which are shown here on the right. If R1 is pressed at just the right moments during the filling of his Limit Meter, his special finishing move (Faded Circle, fourth



















on just as the bar on







Zell's Special Attack is called the Meteo Bullet. He launches into the sky and then crashes down onto his enemy (below).



The top picture at the right shows

Squall doing his normal attack. The







# BAD DAY?

Take it out on Canada

(no hard feelings, eh?)











#### Draw/Stock

By choosing the "Draw" command and then deciding to "Stock," the player can steal a spell (sometimes more than one at a time) from an enemy and put it away for later use.



#### The Magic of FFVIII

The biggest difference between FFVII and FFVIII's magic systems are the inclusion of the new Draw/Stock system, and the disappearance of Maric Points (MP) Shown here are just a sampling of FFVIII's magic effects.



#### Draw/Use On the other hand,

if you choose to "Draw" a spell and then "Use" it on the spot, you can take an enemy's spell and use it against him sometimes causing great damage.



Shown to the left here is the awesome Guardian Force spell. Leviathan. Show it to your friends and expect lots of little 'thump" sounds as







# Rinoa Heartilly



Name: Rinoa Heartilly Ane: 17 Height: 5'4" Weapon: Blaster Edge

Ringe is a cheerful girl with an overwhelming amount of tenderness and an unyielding spirit. She too is very honest and has



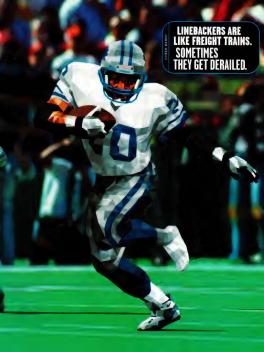


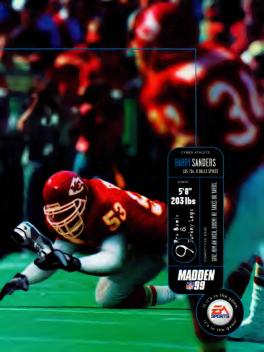


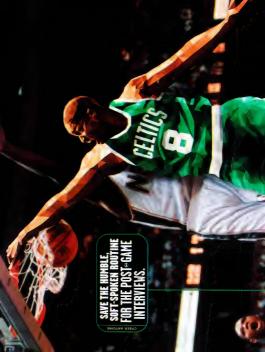




Walcome to 1999. The year of the Cyber Athlete: The year they come to life. Walk out of the contines of video games. And take over the real sportsworld. For good, And you better look out. Oz they've got combustible personalities. Skull thumpin attitude. And moves that I shock Mr. Mighlight Reel. Its 1999 The year of walk-sup-and-smelt-the competition.



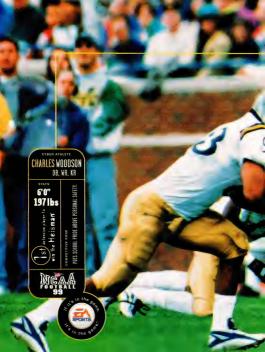


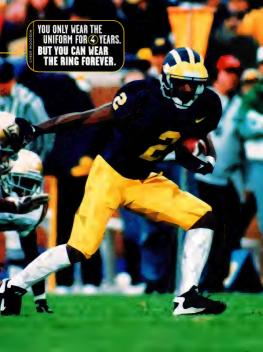




















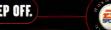
# COMPETITION JUST GOT LIFTED INTO THE UPPER







# DECK. STEP UP OR STEP OFF.







To you have what it takes to be the AT-Time.

Every-Weight Champion of the World? Prove it against 32 legends including focus, ill, Sugar Ray

and Robinski. With recognizable faces and signs-

ture numbelies styles. Plus first session PEC.

Create and manage year awa fighter, had a no-

bolds-borred Slagfest Made, Let's get it on











This is Timer's name. Big, held end full of fish















sughty Deq

ess: www.playstation.com

### Spyro the Dragon

seemingly become the

norm for these types of

games. Sovro is divided

into several massive

averworlds-six of them-which in turn lead Included in this mix are

### Little, Purple, Different, Better

My 2 Cents

Spyro has generated nty of positive

zz since E3-and

servedly so. Yes

the game looks great.

with ultra-smooth

graphics and lush vels. But what

screenshots don't show is just how well

Sovro handles with

controller. Like Gex

and Banio-Kazoole

games I'll obsess

over come review

time. I can't wait

collectible and

to track down every

-Crispin Boyer

this'll be one of thos

the Dual Shock



to geckos to bandicoots the Play-

Station's

populated with more goofball characters than poo PaRappa has fleas, Still, we at EGM-the professional

vid-game journalists that we are-triple-ought dare you to find a cuter, more immediately likable character than Sovro the Dragon. We don't know if It's his kitten-like animation or the kid-at-summer-camp exuberance of his personality, but this purple little in-waiting's got charisma coming out his ass.

cool, too. Soyro the Dragon is another 3D platformer that. like Gex: Enter the Geckn and Ranio-Kazonie, emphasizes. exploration and requires you to collect stuff. Lots of stuff. In fact, the 30-plus levels pack thousands of gem-shaped treasure pieces that you'll ultimately have to track down and nab if you plan on perfecting the game. Then there are the 8o dragon statues scattered across the stages. As the game's story ones the diabolical Gnasty Gnorc cast a spell on Spyro's realm, turning all its dragon inhabitants into instant

Oh, and his game's pretty

perfect each level.

sculptures. Young Spyro, playing in a cave at the time. dodged the spell's effects, and now he must find and reanimate his elder reptilian brethren. Besides those goals, Spyro will also collect dragon eggs, keys and other items to access new areas and bonus levels. such as special obstacle course flying stages.

Fleet-footed Savro must bolt after and arbecue the iddies who flee with puzzle-



Bonus flying levels have Spyro soaring through timed obstacle courses. The lower he flies, the faster he'll so. and you can refly 'em for better times later.

the Boss stages for each world, as well as the bonus levels. Sovro's flight abilities are dependent on the current stage (in some he can glide indefinitely, in others his little wings'll only take him so far). But in every level Spyro can breathe fire, headbutt baddles and roll sideways to dodge attacks.









Different enemies demand different tactics. A few small baddies wear flame proof armor, while bigger critters easily withstand Spyro's head-butts. You'll need to mix up attacks.

like standard 3D adventure-game stuff, right? Well, what Sovro lacks in originality, it more than makes up for in presentation and production values. Spyro may only be the second PlayStation game from developer Insomniac (the same bunch that created the acclaimed first-person shooter Disruptor), but it packs all the perks of a third-generation, stateof the art PlayStation title. The lush emironments don't suffer from seams, pop-up or other commonplace PlayStation glitches. And there's not a bitmap to be found anywhere in the game (even the skies

are completely polygonall-But crisp visuals ain't the only thing separating Spyro from the me-too 3D crowd. Insomniac has taken special care to imbue the game with personality, making the enemies more than just troublemaking window dressing. "There's usually a lot more going on than just the actions you see occurring around Sovro." said Ted Price, Insomniac's president "In the Magic Crafters world, for instance, there's actually a little battle going on between wizards and druids there. If you go to several of the levels, in the distance you can see knocking each other down and kicking each other. It really adds more to the immersiveness of the game and creates a world

that is much more complete than you might see in other games."

The camera was also the target of much tinkering, Insomniac

purposely kept the environments uncluttered. As a result, the camera encounters fewer structures and objects on which it might get snagged, Players can also switch between two camera modes-one passive and one that automatically points in the direction Spyro's facing, "We spent a lot of time refining the code involved with the camera and a lot of time getting feedback from the focus groups put on by Sony," Price said, "and we came back with something that I think works really well."

You can experience Spyro's ultrasmooth gameplay firsthand; the disc included with the September issue of the Official PlayStation Magazine packs a playable demo of the game.





The frame-rate in Spyro stays steady at 30 frames per second, and the environments are among the most impressive we've seen on the system.

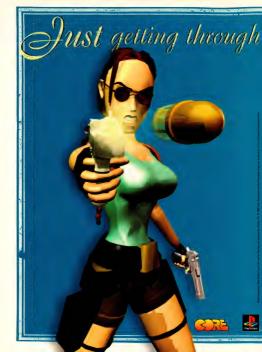
#### Behind the Screens

#### So That's What a Kid Dragon

Sounds Like... If you read our last Spyro preview, you know that veteran voice actor and standup comic Carlos Alazragui-the voice behind the infamous Taco Bell Chihuahua Is providing Spyro's enthusiastic guies. But what does the little purple guy sound like? Well, don't expect any south-of-theborder accents, "I just imagined he's like a kid at camp that everybody likes," Alazraqui explained when we asked for the Inspiration behind Spyro's kiddy, eagersounding attitude. "At first I made him a little snotty, and then kind of pulled back on that, I envisioned a little kid that's good at kickball or something like that." And if the excellent voicework isn't enough to convince you of Spyra's sky high production values, get this: Steward Copeland, former drummer of The Police, is composing the game's soundtrack. Trust us-this game sounds as good as







# the metal detector will be an adventure in itself

Placed Broad to common with putper projection. And a grenode buncher



First Value and Insurer 180 condon. Associate Association to South French.





Emiliate year way through 15 books of Sighters morphistics



EIDOS

#### **Rival Schools** previewed Capcom's

newest 3D

fighter, Rival Schools, back in issue #107. Now that the game is more complete, we thought we'd give you an update on this awesome game that's part

Street Fighter EX, part X-Men vs.

Street Fighter, Unfortunately, our newest beta still has Japanese text, but you can still get a good idea of what the game's about from our screenshots. In Japan, students and teachers from five rival high schools must "investigate" some mysterious kidnappings. In order to do so, they must fight other students and teachers until they can figure out what happened (great game, lame premise). You pick two of the 24

characters (16 regular, four secret

from the arcade version and four

## Street Fighter

High

Making the Grade



can create your own ster in Rivo. This character ca n be saved to be used



corresponding punch and kick buttons together) or super combos (generally done with a double fireball or Dragon Punch motion) So what's new? Well, it looks like Capcom has With Rival Schools, instead of setting a straight arcade to home port, we're going to be treated to something extra, a whole disc of extras to be exact (Namco is renowned for putting bonus features in their arcade ports - see Point Blank or Tekken 1). This second disk, called the Evolution Disk, is

packed with new goodles. It has a Conneration Mode. a two-player tag-team game where your partner controls the "Team Up Technique" and takes over if you swap characters in between rounds. It also has a School Life Mode, an adventure game where you can create your own student. The Evolution Disk is also loaded with little fun items like minigames and Tournament Modes, This underrated fighter didn't







make it big in the arcades due to low distribution and

So if you're looking for a Capcom 3D fighter to tie you over until Street Fighter EX 2, give Rival Schools a

shot. The 24 characters and new modes should keep

devastating think that's what the lapanese text says in this Story Mode





All the Bosses (like Raizo here in the pink) and secret characters (like Sakura, unmasked Akira, Daigo, Hayato and more) will be playable.



THE Ultimate Man-Made Creation Has Become The Ultimate Genocide Machine AND ONLY ONE FORCE CAN STEM THE DEADLY TIDE Willias Par Perfect System



Republic

Babbage's ===

















#### Rival Schools continued....

#### Say Hello To My Little Friend

In Rival Schools, you can bring in your teammate for a tag team combo (similar to Capcom's Vs. games, but you can only swap players in between

rounds). The combo performed is dependent on the partner, not the

main fighter, and always takes up two full super meters. Most of the attacks are offensive in nature, but a few will heal or build up your super meter. One gangup (Hyo's) even damages Of course the opponent takes much more













Taivo High School





#### Gorin High School













#### Pacific High School



damage...













#### Justice High School

















# Rival Sports















TACKLES, JUKED ONE CORNER AND BLEW
THE NUMBERS OFF THE FREE SAFETY.
C'MON, LET THE OUY DANCE.



GAMEDAY 99







Xenogears

# Square Tackles

Religion In Robot Suits ago and has

popular game, selling around a million units. Proof yet again that Square Soft has the golden touch in this particular genre. For a while though, it looked like we might not see this game on U.S. shores.

#### My 2 Cents Rumor and speculation suggested that due to some his is a game that of the religious content of the y of us have been game, it wouldn't be released g forward to... here. The game opens with If and Ricciardi some religious lines, and

n shown to us. re even more excited ne story line look credible, while the lity of the presentaon is quite stun My only worry is that this incredible game is og released at a time en many other nercial "hits" are ected (MGS, Crash 3, Tomb Reider III, etc.) d it would be suc a shame if Xenogears was overlooked in the Christmas rush, Belleve

us...this deserves to be as big as its Final Fantasy brethren. -John Davison Japan quite a already proved

there are references through out that allude very subtly to the Bible, Mentions of "the

son of man" notwithstanding

from what we've seen so far it would appear that the game is raising questions concerning the roots of religion rather than actually tackling religion directly. Admirable stuff nevertheless. Some of the more contentious stuff is actually pretty powerful-and that's not an adjective I use very often when

describing a video game. One scene in particular stays fixed in my mind: The central character stands looking into a vast cathedral with the wind blowing through his hair. Thankfully, Square has seen fit to face up to potential problems and just release the thing (after

all, Final Fantasy VII had its share of dubious content -cross-dressing, a liberal scattering of swearing. etc). So, by October you could be playing something that genuinely challenges issues that are often ignored in video games.

While the back story is apparently more than up to Square's usual calibre, it's worth going into the way the thing plays here rather than spoiling the fun for you. We've been lucky enough to play the first few hours of the game (and you can see a playable demo



As ever, Square provides us with a combat system packed to the rafters with over-the-top special effects-especially during combat.



#### Show Us Your Gear



Gear combat works in the same way as standard fights only you assign a target with the crosshair...



once the fight begins, the scene cuts to a polygon-generated battle that is penerally over in a flash.



### PLAYSTATION

#### Xenogears continued...

of this too if you buy Parasite Eve...there's a fantastic demo CD in the box) and can report that it has the typical Square "feel" to it. The action centers



on one particular character (a sprite this time, not polygons...the environments are all fully rotating polys though) and as with Final Fantasy VII you can build up a party to wander the ands with.

Set in what appears to be the past, the game mixes some old-school "cows and chickens" RPG magery with futuristic robots and technology. This is most apparent in the combat. Early punchups have you dancing



be going nose to nose with the big robot "Gears." The system itself is very different in that it's about as close as you can get to "real time" without actually being so. Each button on the joypad begins a certain combination attack, and depending on how

you start you can build up set moves by performing different button patterns Attacks range from kicks and punches to typically silly Square-esque special moves with lightning bolts and, oh I dunno, planets colliding or something. There is a weapon where you harness the power of the "Big Bang"... I kid you not.

Fighting in the gears gets even more exciting, as you still have to manage the different moves, but you also have resources such as fuel to manage as you



divert energy to weapons systems. It's all spectacularly cool and the resource management element adds a dynamic that hasn't been present in other similar Square titles. Without wishing to spoil anything, we've thrown in a few screenshots of the Gear combat.

are fully polygonal while the characters are all sprites.





That'll be a really big dinosaur then.

#### Stupidly Big Weapons



Like all of Square's recent RPGs, Xenogears is full of spectacular special weapons...



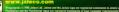
.. but using the "Big Bang" does strike us as somewhat excessive wouldn't you agree?

11 STRENGTH. min SPEED. MISDOM.



# DRAGONSEEDS









## PLAYSTATION

989 Studios

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#### Cool Boarders 3

#### More Cool Roardin' Action

ool Boarders was the first PlayStation snowboarding game to do well, and was one of the first

in a long string of snow boarding games spanning all of the 32- and 64-Bit systems (what's the deal with all of these snowboarding games anyway?). Now part three is on its way with a good number of

new features The graphics are noticeably improved-both sharper and more colorful than previous games in the Cool Boarders series. In addition to the graphic improvements. CBs has a load of polygonal players, courses, licensed boards and

types of events to choose from Each of the 20 boarders and 23 authentic snowboards has its own set of attributes, showing both strengths and weaknesses. The game also has a load of tricks you can do, again all of which are true-to-life

snowboarding moves. Among these new moves are punches. Yes, now you can punch your opponent (similar to Road Rash) to secure your place in front. We're not sure how this feature will do with avid snowboarding fans, since punching has never really

Once you choose your player and board, it's time to choose from one of five mountain courses. Each mountain has its own look and difficulty, and features various snowboarding events like

downhilf, slalom, half pipe and big air, among many others. In all, you can choose from more than 30 different slopes. There will also be two hidden courses in the final product. One other cool feature is how three computer opponents can race along with you down opponents will apparently act as targets for punching, while adding some

difficulty to the game (if you bump into them).

29 93

The same's frame-rate seems unaffected in the Solit- screen Mode, which is sure to please fans of multiplayer action.

Cool Boarders 3 has all kinds of obstacles to jump over

like crates, cars, pipes, trees, moguls and many others.



#### My 2 Cents







The trick system is quite easy to get the hang of, which translates into more fun.



Freestyle courses give you dozens of opportunities to try your luck at some tricks.

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#### RULE #1

TAKE ADVANTAGE OF BLIND SPOTS.

This will greatly increase the likelihood of a serious accident.



## RULE #2

INSIST ON THE RIGHT-OF-WAY.

If someone doesn't yield
the right-of-way, use force.



#### RULE #3

NEVER BE COURTEOUS TO OTHERS.

Remember, it's the nice
guys who always finish last.





Full-Contact Auto Racing.











## Crash 3: WARPED

#### More Marsupial Mayhem

GM recently took a trip out to the offices of Naughty Dog in Santa Monica, Calif., most recent version of Crash 3: WARPED and have more in-depth playing

time. Specifically, we saw the new free-roaming levels and other regular levels that weren't shown at Eq. We won't go into the history of the last two Crash games because

chances are you've played them. After all, the original Crash Bandicoot is the biggest-selling PlayStation game of all time according to Jason Rubin. president of Naughty Dog, and Crash 2 sold exceptionally well to boot. Will Crash 3 do as well as its predecessors? "With Crash a we have finally created the game that we set out to create four and a

half years ago," Rubin said, "This is the ultimate Crash Bandicoot product." The first thing we noticed were the graphics. Crash a has some really nice-looking visuals, especially compared to other games on the PlayStation with

a cartoon look. What's more, the frame-rate never once slowed while playing - even in areas with a large number of enemies. Naughty Dog is doing things graphically (like reflections, 2-buffering, etc.) that's technically not supposed to happen on the special effects in the game are almost always done with the engine Naughty

Dog built and their Getting To Bon programming techniques Outside of special effects, Crash 3 has Another difference another addition: free n Crash 3 are the

bonus areas within

longer stands on a

bonus area pad and

pad transports him to an area within the level itself. away from the action, while the camera follows. You get a good view of almost all of the level during the nice-looking trip (Contd. on pc. 142)

is simply whisked away, Instead, the

each level. Crash no

roaming levels. In the rev we saw there were only a few level types that were Still, we should make something clear These

One of the "free-roaming" levels is in a World War I type of theme, with Crash's sis at the controls of an old plane.

a certain extent, but aren't quite like, say. Sovro or where you fly a plane, control a Jet-Ski and tool around on a Harley-are still a lot of fun truly free roaming or not. The object in these levels is usually simple, like taking down some Cortex blimps, racing against lab assistants or just making it through a bad guy-infested ocean passage. The levels get tough when you throw bombs, ramps, enemy bi-planes and

The number of unique facial expressions Crash has in Crash 3: WARPED.

other such obstacles into the mix. Are there other levels in the game that we haven't been shown yet? Levels that truly put Crash in a 3D world like Spyro? At this time, it's not known.

Whatever the case is, these free-roaming levels, as



Of course, you'll be able to ride a variety of animals in Crash 3 as both Crash or Coco.



Another "free-roaming" level is in the form of a Jet-Ski, similar in style to Waye Race 64.





## **1**PLAYSIA1101

# Crash 3: WARPED continued...







well as all of the levels in the game, still have boxes and gems in them, and are also timed. On top of gathering the standard Items, you have to watch the clock and finish levels with speedy times. Sure, you can finish the game without fast times, but you won't REALLY finish the game. Depending on the times you receive on a certain level, Crash is awarded either a silver, gold or platinum relic (similar to the bonuses you get in GoldenEye for beating levels with quick times). After getting all 28 of these relics, special secrets and other such extras are unlocked. Of course, you still need to get all of the gems and boxes as well to really beat the game.

The warp system is similar to Crash 2, except now there's one, large central hub from where you enter levels and Boss stages. The levels in Crash 3 are like those in Crash 2 as far as design goes, except most of them seem much larger now and are filled with more effects, enemies and perspective changes. In addition, the bonus levels (as seen in the sequence) are within the levels themselves. For more info on Crash 3 check out the preview in EGM #10.8 or do a search on our Web site, www.videogames.com.



One other new style of play is the race, with Crash at the controls of a Harley.



## My 2 Cents

Being a fan of the first two Crash games, I'm very excited about Crash 3. And now that I've had real playing time, I'm even more excited! There's some stuff in Crash 3 I just haven't seen anywhere else. Crash 3 has great graphics and effects, excellent gameplay and a ton of stuff to do after you beat the game (kind of like GoldenEve to a certain extent). So far, it seems like this Crash is everything the other two were and a whole lot more.

~Shawn Smith



Good of Tiny is up to his old tricks as he tries desperately to skewer you.



**Dream Factors** 

N.A

### Ehrgeiz

#### The Square Arcade Fighter Comes Home

quare's Ehrgeiz didn't hit widespread mainstream success in the arcades, but it still drew lots of attention due to its fantastic graphics and Final Fantasy character appearances (like Tifa and Cloud), Now, gamers are getting their first

taste of the home version, courtesy of a three-character demo that's bundled in with the Japanese copy of Brave Fencer Musashiden

the same demo disc that has a playable Final Fantasy

VIII as well) Dream Factory, the creators of the Tobal games, It's a fully 3D polygonal fighter with open freedom of movement (like in Bushido Blade, you aren't limited to a 2D

plane of action). The stages in general are pretty small, but you can fight on different heights (again, like in

Bushido Blade). Each character has dozens of moves

and combos at his or her disposal that are performed with different combi nations of the four buttons: high attack, low attack, guard and special, Most moves are very simple in execution, and the combos are even simpler (most involving straightforward tap-tapping). The fighters also have special attacks that can be done with the Special button

Cloud for example, will pull out his sword f you hit the circle button. If you then hold circle down for three seconds, you can cast offensive magic at your enemy. Don't think, however, you can do this over and over. Each character has a second power meter that drains as you use special

Like in Bushido Blade. fighting can take place on back to conventional attacks separate levels in Ehrzeiz. Like we said, this demo only has three playable characters, Godhand, man, Mr. Strife, The



YOYO Yoko and the ladies' controls work perfectly, the animation is quick and smooth, and the graphics are superb, right down to the animated crowds in the background. At this pace, the game looks like it'll be as perfect a translation as can be preview in FGM when work starts on the U.S. version of Ehrgeiz.

### Gamer's Edge

### The Extras So Far...



So far, we now Ehraeiz will include two extra lattle (picture eft) and Battle Infinity Batt

de. When you win battles, you gain extra ealth for the next round. If you earn more seith than you have room on your health eter, you'll fill in a heart icon (which olizes an entire extra bar of health) nd start on a new bar. You get two empty

earts to start with. ore by fighti rfect rounds. In sence, you can store up several eters' worth of ith if you fight

Battle Runner s a short race of snywhere from five

nd you can get

to 15 laps. You can attack your opponent to slow him or her down, pick up icons that reverse the direction the race is going, pick up health-ups and even find power-ups that switch the health meters of the two players.





Marrico Pager

RP

00 Septemb

### Tales of Destiny

#### Namco's first PlayStation RPG Draws Near

My 2 Cents

I played a bit of

the import ToD last

December and I knew

idn't check it out at

E3 however, so I really

had no idea of the

translation quality

version is only 15

percent complete,

well-done! Lots of

development early on.

and very distinguished

making this one RPG

get my hands on. The

story is really cool (so

far) and the gameplay

is certainly far aboveaverage. I think the

hardcore RPG fans in

gonna enloy this one.

- John Dicciandi

particular are really

I really can't wait to

the text is really

good character

personalities are

until now. While this

Namco was on to something good; I ome bloo Nam came 16-Bi mon

ome of you may remember a lateblooming Super Famicom RPG by Namco called Tales of Phantasia that came out in Japan toward the end of the s6-Bit days. Unfortunately, the 48-beg monster never made it to the United States, but thanks to Namco. Its

is on the way.

At first glance, Tales of Destiny might seem a little outside of the seem of the seem

very solid, very polished RPG that's got much in the way of gamepley and well-written, interesting story. Tales of Destiny stars a boy named Stan who, while storying away on a highly disgoan shy, sumbles upon amend Dymkos. The game revolves around Dymkos and two other surptical sevents for their this, which are known as "Swordians." These Swordians obviously both the key to surptical sevents for their this, which are known as "Swordians." These Swordians obviously do the key to surptice the sound for the surptice shows the surptice of t

Anyway, TOO stands out for a lot of reasons, but the main one is the grave burque battle system, instead of your typical menu-driven RFO battles, ToO incorporates a side contings user-controlled system menuscriptions. Too contings user-controlled system were standard to the control of the c



overworld is pretty hideouslooking, but in the grand scheme of things, it's not that big of a deal.





Throughout the game you'll gather Lens, a special product that can be traded in for Gald (money) at special shops scattered about ToD's world.

your character (kind of like Final Fantasy VII's Materia system). Later in the game you'll be able to summon monsters, too.

There's a lot more to Top then just the battle.

There's a lot more to ToO than just the battle system, but unformately we werent able to 1ry out everything since the version we played was only 15 percent translated (about five hours) worth). We do know there are plenty of minigames, subquests (minigan) and other coal filter diversions to check duringeout and other coal filter diversions to the say this one's geneal be worth checking out, look for it this September, and check back for a review of the final version soon.





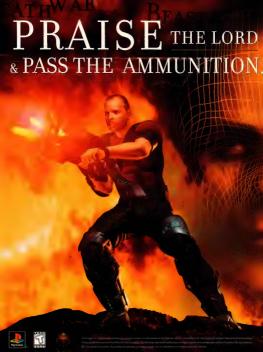




ToD's battles are decidedly different from most RPGs, but the interactive element makes them quite fun. There are plenty of special Skill attacks and spells, and even the normal "Street Fighter-style" moves are plentiful.

THE GAME THE OTHERS CHASE, BUT CAN'T CATCH









#### IT'S BAW ACTION

LAKE PULL CONTROL OF CRI IN THE OBLAYEST ACTION

LAME OF OUR TIME, PULLE

MOTION - CAPTURE DANS

DYRES - SCANNED FOR THE

MOST INTENSE MARS - CONS

ACTION SYSSE.



#### DESTROY IT ALL

R PACTORIES, MESSEN
WESS AND MORE,
WES EVENTTHING TO
E GROUND IN 260°
TILE-ANTWHESE,
VIRONMENTS THAN
HO WITH REPUBLISH



#### LOCK AND LOAD

AND FORM L.
TORR AGAINST UP TO
GHT EXPENSES ON-BURNING
A TIME. GOOD THING
ID OAN BON NEW STEELS
EAFONS AT ONCE LIEE
AME-TROUBERS
ALI-AUTOMATICS SHIP

THE END OF THE WORLD IS NEAR.
YOU'RE BRICE WITHEN, STARRING AS
TREY KINGAID, NANO-PHYSICIST AND SOFT
DEPENDENCY THE WORLD, IT'S UP TO YOU
TO DEPENT THE FOR HOBSEMEN BEFORE
AT'S BARRY PARLS 10 OF MAN.

BRING IT ON.



An obicinal PlayStation: Games starring Bruce Willis. The End Begins This November.

LOOR FOR POE'S NEW CHARRICASE THIS WINTER.

Activision Acquire Web Address: www.activision.com

### Tenchu: Stealth Assassins

## **Bushido Blade**

My 2 Cents

After seeing the

Japanese import

ago, it's good to

has made some

to the gameolay.

enemy Al when it

making a sound.

Imagine will alert

the bad guys-from

to the death-throw

gurglings of one of

your victims.

a dog barking at you

-John Davison

see that Activision

noticeable changes

Most apparent is the

comes to your ninia

version a few months

Meets Metal Gear decapitation, small sharp pieces of metal thrown into people's faces. smake bombs.

blood, goo, magic, heroism, grappling hooks, cherry blossom, small dogs...just some of things that you'll come across

within a few minutes of So what kind of a game is it? If you don't have any idea what to expect think of a kind of Tomb Raider-ish engine with a bit of Bushido Blade thrown in, and then throw in an awful lot of sneaking around and hiding

The basic premise here is this: you are a ninia (one of two characters-big, mean-looking chap called Rikimaru — big sword big flappy trousers, or a petite cheeky-looking girl called Avame — two small swords penchant for slitting throats) who has to pop into

various feudal situations and complete certain missions. More often than not these involve hou off some kind of bad guy as quietly as possible. As the adventure unfolds you will have to make use of more and more advanced ninia techniques The key here is stealth. And lots of it. The game is

full of helpful ninja-ly advice like "never let your enemy see your face" and from spending some time with a near complete version it would appear to reward you for keeping quiet. Movement around the levels is best made up on the rooftops where no one can see you. Getting there is easy-as you always have a seriously groovy grappling hook at your



Two swords are better than one for hacking someone up into a big pile of bloody goo.



disposal which you simply aim and fire to get airborne. Once you find a target to kill, drop to the floor, sneak up behind him and let rip. If he doesn't see you, more often than not be goes down-if they spot you though, the action turns into a hack-andslash fest with lots of blood.

Already a fairly significant success in Japan, this "Ninia Metal Gear" is almost ready for release in the United States thanks to the capable efforts of Activision. Unlike many Japanese ports, this is actually something of an enhancement to the original game. When released this fall it will take the original action/adventure game with all of its murderous stealthy, seriously tooled-up features and add two complete new missions (making the U.S. game 20 percent larger than the Japanese), more blood and respond to sound, new mark: Items, an enhanced camera engine and new controls.







All of the levels are dark and cloomy but have a lot of detail in the textures Nice lighting too.



Like Metal Gear Solid stealthy movement is more important an violence and action.

Come on in, stay awhile...
Mind if I cut your head off?









The Sequel to Tecmo's Award-Winning 3D Trap-Battle Game







CC www.heemaine.com

### Kagero: Deception 2

#### A Little Deception Goes A Long

he story goes something like this: A race of blue-skinned people called the toki-bito are brainwashing humans into killing each other. Your character, Millenia is one such human who must do the dirty work of the smurfs, oons. I meant the toki-bito. The cinema at the beginning of the game shows Millenia as a child who is taken to a traveline carnival by her parents. The toki-bito take the form of a clown and mesmerize poor Millenia into the life of an assassin. The lesson here is clear: Stay far, far away from traveline

As the title explains, this is the sequel to the cult favorite Tecmo's Deception which invented a sub-

gence called tran-hattle. The normise of the original

lured your victims into them. The layouts became

title was simple in that you basically set up traps and

The toki-bito are disruised like clowns to kidnap the unweary. Remember kids. don't trust clowns.



the same. In Deception 2, you now have the ability to recruit your enemies and turn them into assassins as well as using multiple traps in a combo-like fashion. The combos are an awesome uperade and can be used to deadly perfection. For example, it's now possible to string traps that will activate repeatedly until the enemy is dispatched. Each trap is assigned a specific button and is cleverly laid out. The Triangle button controls the reiling traps, the square button controls the wall trap and the X button controls the

Floor trap. The graphics have received a



problems in dispatching

charge up new traps.

tremendous boost. The environments and the characters themselves both look far better than in the original. The traps have a more satisfying graphical punch with fancy lighting effects and way-cool textures. The sound has also been improved. The sound effects made by the traps are a world apart from the cheesy noises that graced the first title. When an iron ball falls from the ceiling and lands on a hapless victim, you feel it. Actually, you literally feel it since Deception 2 supports the vibration mode on the Dual Shock

you so you better not controller. The background music is appropriately show any mercy. Escape gothic with an orchestral sound which really adds to into other rooms to buy the atmosphere of the game. some time to set and









#### Death Combos

It is now possible to combo traps in Deception 2. This sets up endless possibilities as you discover and buy

new trans. X button (floor trap)-Trigger a



Triangle button (celling tran)-a spot where you can drop a spike ball. After the ball disappears

Square button (wall trap)-Activate the spike wall which will cause more damage to the victim and knock him back to the

spring floor trap. Repeat until dead.











the Dragon



\$10 Off

SEARS











Square EA LLC

Square Selt

### Brave Fencer Musashi

It's An RPG. It's A Platform Game, It's An RPG, It's A

My 2 Cents

As a weird hybrid of

and RPG, this is a

refreshing change

action/platform game

from many games in

the genre. In places

It's just like Crash or

Pandemonium, while

eisewhere you'd swear

It was having a go at

stuff, the scripting is

excellent and some of

-John Davison

the "set-pieces" are

superb.

taking on Zeida. As

ever with Square's

platform rame complete

does with Final Fantasy VII. Later on, things pan out into quickly move into a simple

> you've played for a while though, you learn that the eclectic nature of the gameplay is BP's most important feature. Like all Square games it has a charming and forgivable linearity that is born out by a suitably well-crafted story line (and unlike all previous efforts the story is presented using speech throughout as opposed to text boxes.) This aside. the relentless action. Nothing is turn-based herethis is a proper, real-time action game with swords, magical spells and bad guys running around

desperate to rip your guts out. Musashi (the hero) is armed to the teeth with a

number of abilities. He has a pair of swords, a katana

The action often switcher to a traditional top-down G. with fully 3D polygon environments

and a dirty great big broadsword, both of which can effectively dispatch all but the most irksome of foes, but the really clever bit is his magical ability. We've all played games where you can steal objects and but BF takes things steal specific abilities. For example, in the very first section of the game

Hair care products are clearly not a major concern for young Musashi.



Find a way of dropping the bell on the flames to open up a door at the top of the level Easy.

Musashi needs to cross a river; there's the makines of a bridge on the other side in the shape of some trees, but he needs to knock them down somehow. Nearby magic system and building up a spell Musashi can draw the machine gun from the bad guy and use it to mow down the trees. Many of the puzzles throughout require this kind of action and you'll soon find yourself stealing clubs that knock guards out (without killing them), spells that shrink people to a couple of Inches high and even ultra-destructive laser bolts. With character design by Tetsuya Nomura (Parasite Eve) and lead by Executive Producer Hironobu Sakagachi (FFVII) Brave Fencer Musashi is shaping up to be extremely impressive.

#### Boss Tactics

The Bosses are all etty spectacular... Fight this one, pick him up, throw him through a wall and then keep chasing after him.



down, explorathon. From here on, the gameplay continues to hop about all over the place. Once

action sequence—a real-time Boss fight where you pick up through buildings. Then you puzzle sequence before settling to a Zelda-esque top

usual RPG associated stuff. for the first five minutes or Platform Game

bit like a really, really

with logs to jump over and bad guys to bash, this soon more complex, Although it has hit points and all the

Web Address: www.sauaresoft.com

You're in the 10th frame. there's a bucket of sweat dripping off your brow and this shot is worth way too much money









# IS IT REAL OR IS IT...



- Coming in September







### GOOD NEWS: you designed the perfect racetrack









Finally, you can create the racing expensions that his your personality Build shock-crumphing jumos and trie-tending havipriss. Race sport bases or motorosis. On Sanara sand or Amazon mud. It all depends on whether your personality is univable









ELECTRONIC ARTS'



Meb Address: www.psygnosis.com

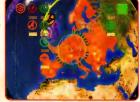
#### Global Domination

### Finally, Something To Dominate

"Everybody wants to rule the world." Or was that a pop star? Regardless, who wouldn't want to rule the

been thinking just that when they began developing Global Domination, their new strategy game that gives you the chance to take over the world (insert Global Domination is by no

means your standard strategy game. In fact, it is a real-time game with a fairly strong emphasis on action. It has been described as "Risk meets Missile Command," and the definition seems quite fitting. You play as a new recruit working for ULTRA, an



organization that resolves conflicts around the world. As the game progresses, you will take control of a country. At that point, the world can be yours for the taking. The weapons at your disposal range

from old WWII devices to fighting implements of the future. There are also defensive weapons that can take out enemy missites or turn their own

weapons against them. So what can you do with all these toys? Well, the most obvious thing to do is start pounding your major opposition with them until they're toast. If you're feeling a tad-

Attempting to be part strategy, part war game and arcade combat, Global Domination has covered all the destruction bases more strategic, however, you can pick off weaker

countries to expand your territory. You can even defend other countries to gain their allegiance in future encounters. After you've beaten all of the normal missions, you

can use the game's mission editor to create your own battle scenarios. This feature, along with the strategic and exciting gameplay, should make Global Domination a blast.



#### **Artificial Stuff**

Al is apparently second to none Although Global Domination appears to be a very accessible and simple blend of action and strategy, it shouldn't be underestimated in just how clever it is. There are multiple scenarios on offer to the player and many paths that can be taken through the missions. In order to keep up with all of the action, the development team at Psygnosis' Leeds studio in the U.K. has several programmers working on nothing but Al. The arcade leanings of the gameplay mean that the system has to work considerably faster than usual real-time strategy games.

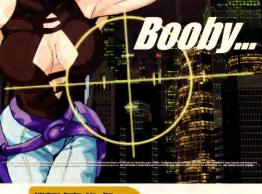




Here we have the Earth being peeled back like a nice fresh grapefruit.



A number of grids and maps are used to pinpoint your next target.



### **Activision Classics**

#### The Games

Atlantis Kapers Laser Blast Barnstorming Boxing Megamania Chopper Pitfall Command Plaque Attack Cracknots River Raid Dolphin River Raid 2 Dragster Sea Quest Enduro Fishing Derby Freeway

Skiing Sky Jinx Frost Bite Grand Prix Hero Ice Hockey Kaboom!

Keystone

Spider Flahter Stampede Star Master Tennis Title Match

Pro Wrestling





Who needs EA's Knockout Kines?



#### **GunBarl**

#### The Wacky Shooter Returns!

My 2 Cents

I was a big fan of

out a sequel. The most interesting

fact is that this

PlayStation and is

not an arcade port

like the game that

a deeper and more worthwhile experience

for the home user.

excelled in Two-player

Mode so it's nice to see that it can now he just as entertaining

when going it alone

Not that one such as myself would ever be alone, but it's a nice addition anyway. -Sushi-X

The game always

preceded it. This allows Gunbarl to be

was developed exclusively for the

Point Blank and was

fairly surprised that Namco would bring

f you're one of the smart gamers who picked up Point Blank a few months (which is a Japanese

title Gunbullet) takes all the new modes and outrageous shooting situations. The biggest addition to the mix is the Theme

Blank. The King's daughter is missing and you must search all around the park to rescue her through a maze-style baunted among other things before

must be cleared in order for you to complete the search. The nice part is that you can go about the four main areas in any order you

Many of the shooting situations will be variations on earlier scenarios, but that doesn't mean there's a shortage of tough, new challenges like the roller coaster.

#### ago, you'll be glad to know that Namco has released a follow-up in Japan. GunBarl shortened word for the original

You'll have to make your way house and a winding train ride you'll discover what you're looking for, Each of these areas

choose. If you're stuck on a particularly tough stage you can always come back to it later after trying our



### As you would expect in a game such as this, the

characters are way over the top and highly entertaining.

another stage. Each of these stages gives you the option to choose a path which can vary from game to game. Down each of these paths are different in their appearance.

Expert marksmen will also be overjoyed to know that the difficulty has been ramped up in the "Hard" Mode. The original featured some grueling tests of bring this sequel to the States, but the chances are looking good.











### Backstreet Billiards

Alright, it's only pool but don't turn your noses up just yet. After all, look at what Ten Pin Alley did for bowling or Hot Shots for Golf. It's only a matter of time before every sport out there has an entertaining sim to flatter it—why not billiards?

entertaining sim to natter it—winy not billiaros? For one, it has a Story Mode in which you challenge hustlers in a myriad of contests and games. Winning gets you money, skill and better

Winning gets you money, skill and better equipment, not to mention respect. Build yourself into the newest pimp, er, pool shark on the block. For those who wish to jump right in, a ton of



games Including Eight Ball, Rotation, Basic, One Pocket and Cut Throat are Included. Trick Shot, Speed, Practice and Technical options provide the

Technical options provide the training ground for future competition as well. All things considered, the basic gameplay engine seems

pretty solid in this early version. Obviously physics are everything in pool and a flawed engine could spell disaster for this game. For the record, it seems accurate at this point. Another good sign for Backstere Billiards is the superification of the seems of the meter similar to those used in golf games powers your shot while aiming the cue can be

user-friendly interface. A power meter similar to those used in golf games powers your shot while aiming the cue can be done easily by several angles. Another plus, you can listen to your own music CDs in the machine while you play. We'll keep an eye on Back Street Billiand's alone with other

Street Billiards along with other soon-to-be-released pool games by Psygnosis and Activision.



The standard power meter is used when making shots.





### Apocalypse

#### You're Bruce Willis And You're Pissed

quence

Bruce Willis says: "Hey,

you want some?"

game has been on its way for a long time and veah it has changed drastically since we can coverage on it cons ago, like this happen, What matters is Apocalyose is

really on its way, it looks great and it plays like a 32-Bit version of Smash TV. Plus it has some graphical and gameplay elements similar to One.

In short, Apacalypse is all about nonstop action. The story places you as Trey Kincade (Bruce Willis). You must destroy

the Four Horsemen of the Apocalypse and the evil Reverend to save all of humanity. Sounds like a movie, doesn't it? Well, there are some cinematic sequences—around so minutes.

of them-that mesh right into the same and star both Willis and rock-star Poe There are eight huge levels and four Bosses, one of which is Poe (she transforms into one of the Four Horsemen, er, in this case she's a Horsewoman). The

rooftop level is a good example of one of the large levels in the game-it should take around a half-hour to make your way through it. That's from point A to point B. For an action game, this is pretty impressive. Think of a 30-minute long Contra level...wow. Enemies are scattered all over the various levels. Some shoot, some simply

run after you and others are in vehicles attacking from above. Luckily you have a lot of weapons to use. Most are standard action game stock, like flamethrowers. rocket launchers and such, but they all look really cool with nice effects.



Fighting Death is not an easy task, I mean, it's Death for ving out foud. Can you even kill Death? Does Death kill itself? Strange. I'm confused now.



Apocalypse is filled with some brilliant effects that have devastating results.





often panning out in tight spots.



Some areas look a lot like levels in One. The control is where the two games differ greatly.



Publisher/Developer Players/Genre % Done Rei
ASCII Entertainment 1-2 60 Oct
From Software Action 199

Web Address: www.ascilent.com

#### Armored Core: Project Phantasma



The original Armored Core (published by SCEA) took the SUCCESSIAL Virtual On mech combat formula to new levels with missionbased stages and completely customizable mechs, ASCII has since picked up the rights to the sequel, Armored Core- Project Phantasma.

Don't get too excited though. Project Pharmana into offering a whole of new. AC. The Project has not taken engine, to it doesn't saids back or new. AC. The project plant is not to the project plant in the project plant

game a bit easier.





With your earnings, you can outfit your mech with new weapons and parts, Just watch the weight.









#### PLAYSTATION

## **NBA Tonight**

# **ESPN Invades**

ith all the competition among basketball video games, vou's

really need an original slant to Survive, right? One of Radical Entertainment's NBA Tonight's annoaches is to leverage their ESPN license as much as possible. bringing the look and feel of the cable sports channel

with setup screens, stats overlays and even camera angles that all reflect ESPN. supported by color commentary (read: humor and facts)

from SportsCenter anchor Stuart Scott and Hall-of-Fame NBA Coach

Dr. Jack Ramsay That's the audio-visual hook at least, but Radical says the gameplay's their real focus, with a

new Artificial Intelligence system. they're calling "Read and React AL." The game's producer, Aron Drayer, explains that instead of having set plays that no one ever learns to run their AI will read situations and read with the correct moves, "The result, s a more fun five-on-five hoops simulation that basketball fans can really identify with." Draver claims "Players cut for open spots, set



Fast-breaks are going to be one of the more interesting portions of N&A Tonight

screens for one another, and help out on defense. For example, on the Seattle Sonics, Hersey Hawkins will camp out near the three-point line to get a good look at the basket, while Gary Paton and Vin Baker will run the pick and roll."

Of course, Al is something that has to be played to be believed (and the impressive-sounding animations character models and arenas seen in action). We will be checking out just how effective it is when we review the game in time for its October release.



## National Hockey Night

ESPN license and more for their latest hockey game







Activision DreamWorks Int. 415 Chr

Web Address: www.activisian.com

#### T'ai Fu

Pandas. Tigers hink of Disney and the cast of stylized and worlds its artists create-say, the ones from Lion King. Now combine those

And Cranes,

images with the combat system from Fighting Force or Nightmare Creatures, complete with blood splatters and killer moves. What you get is T'ai Fu from DreamWorks Interactive - a beat 'em-up action title with a mystical Chinese Oh My animal cast, in a bright and colorful 3D world. In the 20 levels of T'ai Fu, you control T'ai, a kung-fi fighting



T'ai Fu gives you a good number of nice environmental objects to interact with.

tiger as he tries to defeat the evil Dragon Master, and once again unite the nowseparated animal clans. As you make your way through the game, each set of levels has an animal theme of sorts. For example, a city of bridges set in water features the Crane characters. The jungle level features your fellow (well, not so fellow) cat friends, and so on and so forth. The snake characters, which the Dragon Master has employed, are found in every level. As you meet up with a species and eventually defeat their level, you gain their particular fighting method. Like the

real life kung-fu styles they represent, players can gain abilities from the Crane, Monkey and Tiger techniques, among others. In fact, there are around 100 moves players can learn

throughout the game, including Chi magic moves which are obtained by picking up various power-ups.

The nicely represented Chinese theme is evident from the get-go, and is carried throughout the game









The jungle level will put you up against leopards and cheetahs as well as snakes.

### PLAYSTATION

#### Streak

#### Get Ready To Shred, Er.,.I Mean Streak

gyone familiar with let Moto will instantly feel a strong sense of deja vu when playing Streak. The hip music, the comic book-style character designs and even the physics of the gameplay are very much in line with what let Moto was all about. The main differences between the two

games (there has to be some) are that the characters in Streak ride hoverboards called GEMBlades while the ones in let Moto ride hover bikes and that there is now a detailed story

The technology behind the streak boards is as mysterious as the reasons for the tournaments. There seems to be something sinister behind the scenes and only the too streakers ever get to find out. To help you through the game. you have a choice from 10 different characters who each has his/her own motivations for winning the tournament They also keep their own separate

journals where you can gain additional insight into their stories as well as their thoughts on the "big picture." The extra story elements are nice, but are entirely optional for those just interested in the race. There are 12 separate areas for you to explore including carnivals, sewers and graveyards. The

Publisher/Developer Players/Genre % Done GT Interactive SingleTrac Racin

Web Address: www.gtgames.com



"streak" is the equivalent to the term "shred" for snowboarding. I know, pretty clever chi

coolest part of it all is the ability to play four players simultaneously which is always a nice bonus. Fans of Jet Moto take note.



Performing stunts in Streak, which isn't easy, will vield hone

ER 41.76

and the latest and th

**Pool Hustler** 



An integral part of the gool experience that has always been short-changed in video game adaptations is the show down between the two players. The verbal exchanges, the oswite-out tactics and the ever-present wagering. Pool Hustler is set to rectify these missing elements by featuring a cast of 12 characters you'll encounter during the course of your hustling Choose from six different play modes and five different game rules. Among those multiple modes, you have a choice of Story, Twoplayer, Trick shot, Lesson, Bowliards and Practice which is perhaps the most valuable ontion and one that is often overlooked in pool titles.



To be a true hustler, you'll need the Practice Mode to sharpen your skills that pay the bills.

For obvious reasons, physics play a crucial role in pool games and PH promises to have incredibly realistic movements and reactions. Fancy techniques like putting English, backspin, Masse and lumping on a fashion. You can view the action from different camera angles and have manual control over them if you want. Pool Hustle will be in direct competition from another game, Backstreet Billiards from Ascii, May the best hustler win.





MGM Interactive

4th Otr

### Tiny Tank: Up Your Arsenal

A Tiny Tank With Ample Attitude ust when you thought all of the games with smack-talking mascots were gone. Tiny Tank: Up Your Arsenal comes along and kicks you right where it hurts most—in your funny bone. Masterminded by And Now's Ed Annunziata (best known for Ecco the

Dolphin). Tiny Tank is best described as a 3D action shooter where you control a witty and powerful tank. On top of all of the action in the 12 levels of play, Tiny will have to use his brains more than once to

reach the end of the game. In one situation a vain stealth tank has to be showered with compliments to coax him out of his stealth mode so you can fight him. Other levels have similar puzzle elements such as choosing the right path to follow in order to reach a given area, etc.

The one-player is only part of the fun in Tiny Tank though. The game features a Two-player Head-to-head Mode, In the mode, players are placed on a battlefield where they do whatever it takes to kill each other. Whether or not other multiplayer modes will be

Some levels take you to snowy wo implemented is not yet known.

lands while others are hot-as-lava



Certain levels are set on a roller coaster track of sorts, with jumps and loops.





Even with its seemingly cartoon theme. Time Tank sports some nice looking visuals.



F, ROMA

# LIVE FAST ... DÎE WET

"I WILL destroy you in the Battle mode .... I WILL destroy you in the two player split screen mode....

I WILL destroy you in the combat cable link mode ....

I WILL DESTROY YOU MAGGOT !"

-SGT.Steel

"When the flag goes down baby your gonna feel the Funk of my Disco Fever Ray , You'll be hearin' "Stayin' Alive" til' ya die" -Ebony Justice

"I will continually upgrade my sinister hearse boat and weapons to extreme necropotent porportions and your weak pale flesh will ROT IN PIECES" -Dr.Graves

> "Look here Son, I WILL use your head as an anchor and your butt as a seat cushion

-Officer J.B.Nightstick

"We're like totally prepared to like race and win on like all umm... 9 courses , ya know ? so like totally get outta our way"

-Brandi, Mandi & Kandi





Web Address: www.jaleco.com

#### Dragon Seeds



onster Rancher fans have a new evolution-simulation game to look forward to. Dragon Seeds is Jaleco's offering to this fledgling genre. The game has you cloning

and raising dragons for battle. much like Tecmo's unique title. You can raise a dragon from infancy by assigning it. a key word called a "Soul of Words." The dragon's characteristics and abilities will all depend on the specific word you choose. You can also



After your pet is born, you can send it into battle. You can fight through several classes of tournaments against the computer, or you can light against a friend's creation, Either way, winning will bring you more power, more special items and perhaps even a new dragon. Battles aren't terribly exciting Basically, you get to input two move-



turn. To be successful, you have to correctly guess which moves your opponent will pull out. For example, if you decide to "reflect" when your enemy shoots a "special attack," then when the dragons act out the actions (they take place at the same time, after everyone inputs their moves for that turn), you'll see that the special attack will be reflected back upon the unsuspecting attacker. Guess correctly more ofter

Our American beta still has the lananese text in it. but you can still get a good idea what the game is like from these screenshots.







#### StarCon



StarCon is the fourth game in the popular Star ol series, but it deviates from the adventure and trakey-oriented themes of the previous times armes. StarCon is strictly a space combat-action arme, with mission-based objectives (think Colony fars or Darklight Conflict). Graphically, It has what it takes to keep up with those two games, gameplay-wise, StarCon's multiplayer aspect

e missions can be repi u can go back to the easy leve ouse and look for secre tives we've seen so far are what is two-player play. If you have a

The game is still in its early rvelopment stages, so it's too early to dge it. But with two-player co-op play StarCon may have what it takes to ste ther-profile Colony Wars 2







X Games Pro Boarder



X Games hopes to be the first snowboarding game to capture the true essence of snowboarding-freestyle.

Most snowboarding titles out there come at the sport as if it were just another frame for a racing game, and do little to try to simulate the actual feel of being up on a mountain That's the angle of the ESPN-licensed X Games Pro Boarder from Radical Entertainment. They're attempting to make Pro Boarder the most realistic snowboarding game yet. foremost by leaving that racing element right out. Instead of only having a single track down a mountain, players will be able to choose from a series of branching paths on their way down. Of course, they'll need to collect special icons placed throughout the courses to have enough time to explore their environment and pull off the tricks which

they're ultimately scored on The game also boasts an intuitive physics model, which will reportedly allow casual players to easily null off a great number of basic tricks, and at the advanced stage, literally thousands. Want some more numbers? It's set to have nine levels (two of them halfpipe), four X Games events, Twoplayer Split-screen Mode, and one slopestyle terrain park And don't forget that ESPN license, which will lend the appearance, moves and tricks of some of the world's best pro boarders and music tracks from such bands as Rancid

and The Foo Fighters. Expect it around the October, and keep an eve on our online site videogames.com for until then.

Night pipin' is definitely an option in X Games.





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No Scissorman.

he original Clock Tower was pretty creepy. That Scissorman guy would come along with his shears clanging and his hunched-over bounce and scare the crap out of you. Now part two is on its way, and delivers all of the creepiness of the first and a little more The first thing we noticed about Clock Tower II is the graphic upgrade. Everything is in high-res, which also brings out some vibrant colors for a game that's pretty

dark. Another twist is the story line. You control a character with a solit personality. In various situations. in the game, say at a very stressful moment, your character will switch to his/her alternate personality. This allows you to enter

**Evil abounds in Clock Towe** II. This time around it's quite demonic.

different areas and perform various actions when "in" a particular state. The female personality is a bit more timid but is able to access certain doors the male personality can't. The male enemy or use a gun, or enter rooms the female personality will not. Whatever the game may offer, the object is to unravel the mystery presented and avoid being killed (in particular, by a white-faced, knife-wielding little doll-girl, weindi

The game controls much like the first and features the same point-and-click and inventory system Arranged in chapters like the first, it also features 13 different endings depending on how you complet the game, Clock Tower II also supports Sony's Dual Shock controller.



There's nothing leg sticking out of the toilet. Is tha yellow blood?





gend of Water



While this interesting game is already out in Japan, American audiences will have to wait awhile to get their hands on it

There's been plenty of games starring women and even a few games starring dolphins (remember Dolphin?). Well, now, Hudson (you know...the Bomberman people) is bringing us b.l.u.e: Legend of Water, a game where you get a woman and a dolphin all in one convenient package. In the game, you control a young woman named Maia who has the ability to

different modes to the game: land and The land-lubbing sections of the game

play have a Resident Evil-ish viewpoint. but with the limited movement of games like Myst or D. As you move around your multileveled headquarters, you will meet some of the people who you are working with. Talking to them will give you clues as to what you have to do next. There are also items you can find and computers you can access to assist you.

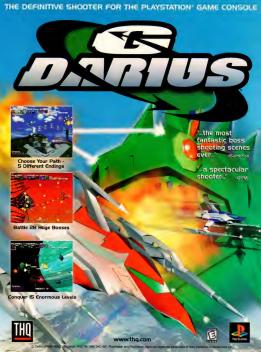
While this may sound like typical when you hop into the water. At this point, the game switches to a perspective much like the underwater portions of Tomb Raider In addition to your newfound ability to move about freely, you'll notice there's a dolphin

different commands to Ruka so that he car lend you a helping fin. For instance, your first challenge is to get Ruka to help you push a giant boulder off of a trapped diver If you can properly communicate with your dolphin buddy, this should be no problem





I'll bet Lara Croft wishes she could talk to a dolphin like that.





Welcome to Akuji the Heartless.



Where your mind masters devious puzzles.



## PLAYSTATION OF THE PLAYSTATION

## Metal Gear Solid After last month's huge feature, it only seems fitting that we continue to keep the

ntting that we continue to keep the information rolling on Hideo Kojima's spic game. EGM recently got some more hands on time with MSS and can bring you these screen shots. Konami is still reluctant to divulge many details about some of the "set pieces" in the game, but over the next few pages you'll see the kingle, the third and er...a naked man. Release date now set at Oct. 22.





























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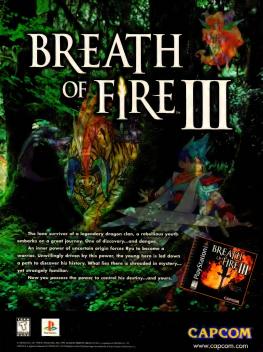
Unleash the power of Fire Blast and 50



hoose your allies well. Gain experienc



Release the dragons inside... transform into many different forms, each with unique



## PLAYSTATION

Metal Gear Solid (Contd.)





















#### Dragon Quest VII

After nearly three years of waiting, Enix has finally unveiled the first pictures of their upcoming RPG blockbuster, Dyagon Quest VII. As promised, the game engine is completely polygonal, but the characters (once again designed by famous manga artist Akira Tortyama) are all sprite-based. The game is stated for a 1990 perlease in Japan.











## **PLAYSTATIO**

#### Tomb Raider 3

It's been a few months since we last took a blook at Edod's Took Balder \*, but the largest screens we've received show some of the new features every effectively. As we reported in our cover feature two months ago, the game is now wunking in a much higher estodution than previous titles, and Gore Design is very proud of the new effects. Particle effects for fire and transparent textures make for a far more registed; looking make for a far more registed; looking the properties of the con-







#### Suikoden 2

These are the first pictures of Konami's follow-up to the extremely successful and popular Soukoden. The original boasted more than too characters and vast environments...so it would be safe to expect more of the same. We should have a more in-depth preview for you next month, but in the meantime enjoy the screens.



Pro Sports Car Rating is yet another GT rating simulation. This time we have a product that Tables advantage of the international Motor Sports Association license, and with this comes GTI, GT and GTI Gass racing. Cans featured include the Saleen Mustang, BMW Mg, Porsche yat, Acura NSX and then there be GTI exotics such as the Panoz, Possche GTI and the Mercodes CLK GTI.









## VENGERNCE IS REDUIT TO SEE

The excellance of sequel to the cest scaling origina the story continues as the impresent day ascepes to uncel receiving against the tyrannical League who

defeated them 100 years ago.









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Venderande

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## PLAYSTATION

#### Beavis & Butt-head Do Hollywood

GT Interactive's forthcoming Beavis & Buth-head title is something of an odd choice, aspecially seeing as the characters are now technically "see's, as the characters are now technically "see's, as early version of this was shown at E jin May, and very little has been released since. We do know that game is a scrolling action game filled with the obligatory "hu-hu-huh" samples, features "proper" 30 models of the stars and is set in bothywood.







New development team Visual Sciences), new look, new features. Psygnosis is going for a different style this year but the features are still crammed in them. The full 196 F season will be included with all of the information you could possibly need. Watch for up to four-player action (with two linked PlayStations), a much fister frame-rate but unfortunately slightly lower-resolution graphics. Set for release before the end of the year, which for a preview soon.





Gamespot TV weekends, 9:30AM EST



# Having trouble scoring? Maybe you should stay home and watch TV.

If you've got the moves but you just can't seem to get any action, we've got the show for you, it's called "Gamespot IV," one of many programs you'll not on 2014." the Zehou television referent destinate to competing and the internet. Here you'll find feen-product reviews and previews, plus tips, news and insights into the world of coassels and PC gaming. On our accompanying with site you'll also find an archive of cheal codes and downloads —very himp you need to get the most out of your computer. Whe knows it may time out to be the peet dark you'll have a liver.

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ZDTV is now available on DIRECTV channel 273



#### Carmageddon 2

Sales Curve Interactive and its development team Stainless Software made a big noise on the PC in Europe when they released Carmageddon a year ago. Now, they're working on a seguel and have also signed up with interplay to bring a unique game to the PlayStation. Drive as fast as you can...run over pedestrians, cows, little old ladies-you name it. Very gory, very fun. Morally vacant,









#### Rat Attack

Set for release from Mindscape before the end of the year, Rat Attack is a superficially simple arcade action title that actually requires a certain amount of strategy. Your job is to stop the infestation of mutant rats from taking over the world by catching them and zapping them in any way you see fit. All of the locations are set around urban locations, both indoors and out and many of the levels have you utilizing household appliances to dispose of the nuisance. Somethine a bit different for you.





## Pro 18 World Tour Golf

Developed by Intelligent Games for Psygnosis, Pro 18 World Tour Golf offers three major courses: The Royal County Down (Northern Ireland). Gary Player Lost City (Sun City South Africa) and Couer D'Alene (Idaho). It also offers real pro solfers including Colin Montgomerie, Ian Woosnam, Tom Lehman and Mark O'Meara.



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\* Radiant Silveren . Deep Fea Luner 2: Eternal Bine
 Shining Force III: Scenario 2

### Radiant Silvergun he good news: Great

The bad news: The latest great 2D shooter is only available in Japan. Radiant Silvergun is Treasure's (Gunstar Heroes, Guardian Heroes) latest work of art. Not only does it sport some fantastic graphics and controls. but it has some fresh ideas that should please fans of the genre.

This one- or two-player simultaneous game offers you seven different weapons (see sidebar). But instead of picking up power-ups or icons to get these weapons as in most other shooters you get them all right off the bat. spoiler, it lends to some cretty interesting techniques. Since each weapon is very different from the next, you have to be constantly making decisions as to which weapon will work the best in the



Radiant Silvergun has so many Bosses, you'd swear there are more of them than there are pawn ships.







shooter, you have to make those decisions quickly Radiant Silversun doesn't offer nower-ups to strengthen these weapons. Instead, you'll have to earn more powerful weapons by being efficient in combat. When you hit a series of enemies in a row. you'll be awarded with chain combos. The more chains you get, the more powerful your weapons will become-you'll get more shots, more nower and more area of effect (i.e., wider shots).

If you get a chance, you No shooter is complete should import this eem. Since without a Two-player it doesn't require a RAM cart, Simultaneous Mode. you can easily play it on your

U.S. Saturn (with the help of a GameShark, or alternatively, you can use the 4-in-1 carts mentioned strong possibility that Radiant Silvergun will be sometime in the future. We'll keep you posted.



Previews











Publisher/Developer Players/Genre % Done

Seea Enterprises, Ltd Sego Enterprises, Ltd

## Deep Fear

My Two Cents

I have to talk about

mention it's horrible? I

the dialogue again. Did I

mean, we're talking worse

than the original Resident

Evil here. No offense to

the voice actors who

characters...well, now

wait a second...actually

the actor's performances

were, in fact, offensive to

us so they should take

offense to what I'm saving. The voice-over

alone, I wonder if it's

-Shown Smith

gamers out there who want more Resident Evil-style action-and don't mind getting it from

Japan-consider Deep Fear. Be aware: Although the game has English dialogue (really, REALLY terrible dialogue), there are a lot of instances where you have to make decisions based on on-screen Japanese text. But with walk-throughs and what-not that will undoubtedly pop up on the Internet, this shouldn't be much

or you Saturn

of a problem. So here's the basic story line: There's a U.S. Naval supply base for a submarine called Big Table deep in an ocean trench. White refueling a nuclear submarine called the Sea Fox, the sub suddenly goes out of control and crashes into a top-secret area of

the base. Big Table's commander in chief, Colonel Cransy, orders a private rescue team called ESR to rescue a scientist by the name of Dr. Wiseberg who's trapped

When John Maunt (FSR member and the gray you control) reaches the scene of the accident. he sees a heavily damaged facility and numerous casualties. During his investigation, one of the dying survivors says, "Kill me, please" and then turns into a hideous monster (like something out of Resident Evil or Parasite Eve) and attacks Mayor. Now the base is filled with freakish monsters and

solve mysteries and have the crap scared out of you

you're trapped inside. The sea water floods into the base, and the air supply is limited. Can you survive the situation? From here your adventures starts. You'll have to find people, manage your air supply, kill monsters

HIB

Some CG cutscenes give way to in-game fights similar to Resident Evil. This particular monster is really freaky and really slow.

instances, before something important happens it's in the form of either a CG or in-game outscene, like RE2. The graphics are in the style of RE, except Deep Fear takes place on an underwater base. There are weapon upgrades, health kits and other such Items which

make the game seem even more like RE. The controls

system work just like Resident Evil too. In this sense, if you import Deep Fear there will be no problem getting the hang of how the game operates.







more than once. In most





Your air supply is displayed in the top right corner. Keep an eye on it.





























































































## Lunar 2: Eternal Blue

#### hile we're still waiting for the U.S. The SEGA CD release of Lunar: Silver Star Story for the PlayStation (ahem), gamers in

Sequel Remade

Japan are already tearing through the sequel, Lunar 2: Eternal Blue, which was recently released for the Saturn in Japan. While the Saturn version certainly won't make it to the United States, don't be surprised if a PlayStation version surfaces in Japan in the coming months, with a U.S. version to follow soon after. Saturn version offers a host of improvements. All of the game's animation has been redone.



this is a good thing-some of the music in Lunar 1 was completely changed, mostly for Lunar 2 is a worthwhile import for fans of the original, but like we said earlier-we're betting on the announcement of a PlayStation version in Japan soon, If so, don't be surprised to hear something from the Working Designs camp here in the United States soon after.









Now that Shining Force III Scenario 1 is finally available in stores, we thought we'd offer some insight into what Scenario 2 is all about. Scenario 2, which was released in Japan earlier this year,

features the same basic story as Scenario 1 (and also Scenario 3. due in Japan in September). The catch is, In Scenario 2 you play Prince Medion (who you run into several times in Scenario 1) and play through the game from his perspective. Not only is this

incredibly cool (many questions you may have had in part one will undoubtedly become clear here). but it's only the beginning: once you you'll do it all again through the eyes of Julian in Scenario 3.

If you played through Scenario 1. you can transfer your save data to Scenario 2. Decisions you made in the first disc

happen in the second one. For example, if you rescue Garosh early on in Scenario 1. he'll appear in Scenario 2. If you don't, his brother and his lover will instead. Or later on in Scenario 1 when you fight Spiriel, you can opt not to kill

her (she's under a control spel(); if you let her live. in Scenario 2. There are several

As was the case with Scenario 1, there are 30 battles to take part in. situations like this Of course, these are all-new ones... that come up which really add to the game. Don't hesitate to send letters to Sega of America asking them to translate the remainder of the

trilogy-it'll surely be worth it. If you need even more info to whet your appetite, consider this: In Scenario 3, a couple of evildoers from Shining the Holy Ark will make a return appearance - and maybe have a lot more to do with the overall plot of Shining Force III than you'd have ever known if you only played through the first Scenario...





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# Arcade

ame Directory

## Daytona 2: Battle on the Edge

o The

Game Of

The '911s

sk a video game player what his/her favorite arcade driving game is, and you're likely to get a response like "Outrun dude, it was the best." OK, now find someone unmarried and beardless and

the answer would undoubtedly be Daytona. At the time when it was released back around '94, we had seen very little like it. The graphics on Model 2 were nothing less than stunning, and (most importantly) it just felt right. lump to 1998, and we've driven just about everything driveable, and with graphics as good or superior to Model 2. Super GT was probably the closest in feel. but it failed to generate anywhere near the hype of

Daytona. Can Daytona 2 sell in a market drowning in whicle-driven simulations? As with all driving games these days, there is a stand-up and deluxe version of the game, and either can be linked with up to 15 more using a dedicated network. No other game can handle that many players. at once. The deluxe version features a new motion system, the Crash Impact Generator that delivers shocks to the player's back and soles of his/her feet upon impact as well as the feel of the engine's rumbling. The development team is the same as it was for the original Daytona, but new designers were

brought in for a fresh look. Thorough calculations of tire engineering and physics of motion and nower have created a very accurate simulation of stock car vehicles. Daytona 2, however, was created especially for the Model 3 board. There is little doubt that the Model 3 Step 2

hardware is the most powerful graphics engine on the market today. Utilizing this incredible power, Daytona 2 outputs more than a million polygons per second-that's rendering power

Publisher/Developer Players/Genre Sega of Japan Sega of America

Yeb Address: www.sega.com

The physics of the cars are spectacular—a lot of time and work was put into the game to make it as realistic as possible.



Daytona 2 has three different car types, each designed for different skill levels. The Easy Chums Gum Recing car is ideal for beginners because it is easy to steer with speeds of 201 mph(AT) and 204 mph(MT). The Scorpio Plasma Racing car can be used









on are these care to chance from as well as at least three tracks.



by the average player with top speeds of 206 mph(AT) and 208 mph(MT). For the more advanced racers, the Black Phantom Racing car reaches top speeds of 200 mph(AT) and 212 mph(MT) and is fairly hard to drive. There are also three different race modes available: "Beat the Clock," a time-trial race with only the player's car racing around the track: "Real Players Only" where only participating racers' cars are on the track, great for competitions and tournaments. The last mode is called "No Assist," and it removes the default Auto Assist feature. The Default Mode automatically speeds up the slower cars during linked play; "No Assist" Mode on the other hand allows a straight-up race of tournament winners. A special feature included specifically in the U.S. version is "Extra Coin" Mode, where in Test Mode, if extra coins are dropped in addition to the cost of one game, the player can race extra laps regulated by the test mode (really awesome for practices). In the Network



Mode of linked play, only the players who inserted an



The Phantom Racing car is the most advanced. It is by far the hardest to control, but there is nothing faster in the game.



Just as in Daytona USA, there are three tracks to choose from, all varying in difficulty. The lap count is also the same as the original, eight laps for easy four laps medium and two laps for hard.

equal number of additional coins will be connected on the network. As wife come to expect from all Sags tillar derived from the original Virtus series, players can derived from the original Virtus series, players can be considered to the control of the control





#### Behind the Sound

#### Um, why?



Daytona 2 will feature some of the best graphics ever seen in a driving game, along with innovations to the actual cabinet to make you feel like you're really in a car. It also features an excellent new sound system with a new MPEGZ board with four additional speakers.

sound effects. You would think that Sega would go the route of many other racing games of the day and offer us new music by the Chemical Brothers or Crystal Nethod. Nepe. For the unique soundtrack in Daytona 2, you will be rockin' with the sounds of the '30s hair metal band. Winger. Yup. You heard it here first.





Published/Developer Players/Gence % Don

Light Gen

### Carnevil

here have been

Hogan's Alley Each game had a

about 1,000 gun games since the early days of

### Demented Clowns, Big Tops And Cotton Candy. It's

Carnival Time! allowed for more detail in the scrolling backgrounds and digitized aliens than a usual of this game and its "sequel" My 2 Cents been reproduced...until now.

I have seen a ton of n games over the

last few years, ever since VCOP made the genre successful. A51 was pretty revolutionary, and Carnevil is a lot like it. As of press time however, it's missing a lot of the special elements that A51 had (read preview) and I'm not sure I like that. The graphics

make this game.

titles recently released was Atari's arcade system. The unique style Maximum Force have never really Carnevil's style is similar to Atari's other two gun games. The story has not been fully revealed. but the whole game takes place in an insane carnival filled with

different graphics style and allaround feel for audiences to enigy. One of the most memorable

you from riding the rides. There are three parts to the carnival, and each has its own Boss. Then there is a fourth area where you will have to fight more enemies as well as all of the previous. Bosses all over again. The Bosses are well-designed For example, a large baby named Junior will throw a tantrum (and several large objects at you) as he chases you and your vehicle around a bie top like a T-Rex from Jurassic Park, Each enemy in the game has Its own personality. The kids manning the carnival

games moon you and flip you off, as Barney-style characters and strange-looking siamese twins giggle and throw sharp objects at you shotgun. This gun can either be shot off

screen or pumped off screen to reload and is much more usable than the Area 51 arthritis specials. That's good. because Carnevil's development team decided to give the player plenty of 'meat" to shoot at.

Carnevil doesn't have, however, all of the hidden background secrets that Ass or Maximum Force had. Whether you enjoyed shooting every background object or not, it gave those games nty of longevity, as evidenced by

The gore in this game makes Hellraises look tame.



This is the boss of the Big Top level, Junior, In case you're wondering, he's the size of a small T-Rex, and he'll chase you around and toss blocks at you

Asa's year-long stint on the arcade top-10 lists. As of yet there is also no sign of a Streak meter, or the ever-popular competition meter that showed which player had the most kills. What it does have over the Atari gun games is the gorgeous animation of the backgrounds and characters. Good examples include a woman hoss being hit with electric blue energy and transforming into a demonic witch (very Parasite Eve), or when you are riding on a roller coaster being hit by flying creatures on all sides. It has a Don Bluth/Disney feel to it, but much darker and a lot of fun. Carnevil makes use of a hard drive as well so there's plenty of room for all of the

awesome graphics We will have to wait and see if Carnevil has what it takes to go toe to toe with Area 51's upcoming sequel, Site 4, and Namco's Time Crisis II.



There are always plenty of enemies to shoot at. Don't expect much time to rest your arms.



Reb Address: www.midway.com

### NFL Blitz '99 his game goes

### More Than Just A Bunch Of Rookies

against the grain of all other titles with

Now four people can play at once.



a year on it Unlike the latest Mariden or basketball title. Blitz has gotten more than just a graphical facelift. First of all, we're talking four players now. This means your buddy can be your blocker. receiver or whatever you two decide. It also means

you have a teammate to discuss strategy with, as opposed to always being the one in charge. Midway made it easy by allowing you to always throw to your human counterpart by pressing both non-turbo buttons. In all other areas, the game is played the

same as the original. The play pages have been increased by two. There are still only two pages of plays when you start; the other pages can be released with codes. Some play names have changed, and some plays have been dropped. (Don't worry about your favorite play being dropped though, one of the extra pages will be comprised of plays from the first Blitz.) Also, Midway says the Al will be smarter (i.e., you could use the Back Split play to get through just about

the entire original game not anymore). There are more additions to the game of Blitz. Create a Play allows you to devise your own strategy when it comes to getting to the goal line. An unexpected move by Midway was to include an N64 card reader, allowing the player to bring in plays created on the home version

of the game (N6s only see sidebar). There are now several from ranging from turf.



On top of all the strategy additions to the game, there are also new fields to play on. There will also be a special field like the rooftop in Hang Time.

grass and there are hints at a special field not unlike the rooftop in NBA Hang Time.

Probably one of the most important additions to Blitz '99 is the ever-popular "fire" effect, in NBA Jam and Hang Time, your player was on fire if you made successive baskets. Fire enhances range, accuracy and your ability to hold onto the ball. As of press time it is still not quite known how fire will be activated in Blitz, but it is assumed it will involve getting three sacks or three touchdowns in a row. With fire, the QB can throw farther and run faster, and no player on the team will fumble

There have been small graphic changes as well. For example, a rendered character appears in the team. select in whatever uniform you are choosing, and the players have new victory and fighting animation (including the popular butter churn dance) and more The best part about Blitz '99 is even though it's a brand-new game, it's still the Blitz you know and love. It feels exactly the same as its predecessor, but with use of another player, it adds a whole new depth of strategy. On offense, you have a receiver or blocker that can instantly respond to you. On defense, it is even more essential since one person can con-

block passers and one can Blitz, finally making

#### Behind the Screens

#### **Brand-New Innovations**

ething not expected by the coin-op stry was the addition of a piece of hardware to Blitz '99: an N64 controller oak reader. With the N64 version of Blitz. as in Blitz '99, you can create your own plays. This card reader will allow you to ike your N64-created plays to the arci As we all know, this reader would not last ong in an arcade environment. (How man eces of gum do you think could fit in ere?) It will therefore have a sensor of

ne kind that tell if you 4 card, and













www.playstation.com



**arcad** 

Publisher/Developer Players/Gezre % Done Release
SNK 1-2 100 Analiable

Web Address: www.sok.com

## The King of Fighters '98

## All Your SNK Favorites Are

My 2 Cents

38th SNK fighting

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d all are cool-to

tired of fighting

an extent, I'm getting

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e too if you spent

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It). But SNK gives

you plenty to get

one rules.

excited about. This

Together Once Again NK has long been known as a company of fighting games. A short time after the height of Street Fighter II, it released a flood of fighting titles that mimicked the fleet and look of the Sf series, but with its own sense of style (this was helped by the fact that SNK).

series, but with its own sense of style (this was helped by the fact that shired away most of the programmers of SFII from Capcom). Games like Fatal Fara, Art of Flighting and Samurai Shodown stuck out above a crowd of clones and carved their own place in the arrade flighting game genre. After that, SMK used an idea atrade players had previously only decamed of, a

combination of some of their most popular titles in one: King of Fighters.

King of Fighters '98 is the fifth in the series, and it shows no sign of slowing down now. This newest incarnation includes at least 36 characters made up

incarnation includes at least \$5 characters made up of lighters and Soiss-show the reference of inflators and Soiss-show the reference of the state of power methanics as of press time, but there is a new kind of power meter for specials, with new and different retext. The teams are tuchen down the obscizely retext. The teams are tuchen down the obscizely form the state of the sta

Ikari Warriors and more. The Oncola team seems to be the heavy hitters of the game; it includes Bosses from previous games, like Rugal from KoF '97. The amount of strategy in this game is staggering to say the least. The number of characters does not mean that SMS skimped on gamepley, it plays every



There is a new type of power meter and a huge amount of special attacks to use it up with.





bit as good as any of their games. Each chruster has a work of the control of the









The number of characters in this game is frightening: at least 36.

Um, a new form of taunt? Joe's getting pretty informal in his old age.





#### Spikeout-Digital Battle Online

Spikeout is a Model 3 Step 2 action fighting game in the mold of Fighting Vipers. Fights take place in urban environments and make the most effective use wet of interactive scenery in this style of same.



#### Street Fighter Alpha 3

Since this game has yet to reach our midwest area, we haven't gotten our hands on it yet. The pics, however, just look cooler and cooler. The custom combo is in full effect, and as you can see by the Character's Select Screen there are at least 35 characters (and probably a couple of secret ones—Akuma anyone?) Each Character has new moves and anyone? If acts character has new moves and EXI in accommiss issues of Expert Conter.



ELECT PLAYER

#### Bloody Roar 2

Fairly recently Bloody Roar was released on the Sony PlayStation. It released on the Sony PlayStation are larged with the Play Station Breatured simple three-button gamepley with characters who could transform this armine Springing each other. This game was seen recently at the ASI Pericale show in Mamorio's booth under the Mamorio Booth Under the Mamorio



#### Racing Jam Chapter II

compete with Segs's Model 3 board, it is Konamis Coton hardware. Reging Jam was released a few months ago, and the applicis were storning (esp-calally on the absolutely kick-butt peroramic monitor). Now comes Chapter II, with a couple new cours and a few new tracks to acco. With the welcome reception of the original, this update should be very cool.



Just about any shooter is a welcome sight in arrades today. This is not to take away from one of the most spopular shooters ever, the Baiden series. Raiden, nowwer, was nothing if not difficial. With the number of explosions and animations happening on the screen of explosions and animations happening on the screen at once it was always a Little hard to see what it was you were trying to hit. The screens for this game look great and the power-ups look as cool as ever.







## IN THE YEAR 3000, THERE



## **ARE NO PETTING ZOOS.**





Sticion Valley, a space station used to harbir cutting-edge technology, has disappeared. Now, in the year 3000, it's on a collision course with Earth, you must not only think like the wascete-out beings who, inhabit its incredibly lavish environments, you must become them. Only then will you be able to unlock the mysteries of the Yalley and save your planet. Whatever vou do, do not attempt to feed the animals.

October 1998

# Colning

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Compiled by: John Stockhausen
PLAYSTATION cont.

#### **PLAYSTATION**

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NFL BBIG	Midway	September	Sperts
NFL GameDay oo	ede Studios	September	Spots
Parasite Eve	Square EA	September	196
Resident Evil 2 Dual Shock	Caccom	September	Advers
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Came of Life	Hasbro interactive	October	Misc.
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HardBall 99	Accolade	October	Sports
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### SATURN

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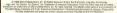


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"There's escape pods in there, and Sarlacc pits, Jabba's Palace, a skeleton of a Krayd dragon," Schmitt says, nunning down a location roster that would satisfy any Star Wars-savvy sightseer. "We have a sandcrawler in there, Luke's homestead, a landspeeded. We're still trying to see if framer rate and memory allows rontos and banthas and stuff like that."







Imperial fighters aren't the only threat. Expect heavy opposition from the ground, too.

And Tatochne is only one of is planets that serve a Storgue Sourcard's levels. Livre integralactic tourists at lightspeed, we surveyed very one of these far-flung locales during a recent visit to Lucaskris' offices, just north of San Francisco. Easily the most fantastic development digs through which EGM has trodden in some time, Lucaskris's predictably enough, crammed to the rafters with every conceivable Star Wars conceivables. The conceivable star was conceivable, many offices of action figures colocificities, while of action figures colocificities, while only only only offices and other letablooking plastic cont hang from

above. Then there's the Darth Vaster cardboard standee wearing a stack of sombrech, but we won't go into that now (and, no, the staff here observing set) after staff for free just because they made to the staff bere of the staff for free just because they seem to be staff for the staff for free just because they seem to be staff to the staff for the



#### Star Tours

Roque Squadron's 16 levels span 15 planets in the Star Wars Galaxy. You've seen one of them-Tatooine-in the flicks. The developers vanked the rest from the novels, comics and source books. Here's an intergalactic tour of each far-flung planetoid.





of Rebel Assault II (not to mention Ballblazer Champions and the Super NES game Indiana Jones' Greatest Adventures, as well as the ultra-intense Turrican platformers in their pre-LucasArts days). For Rogue Squadron, Factor 5 is Ending all kinds of funthings to yank from the N64-especially in the digitized speech and music departments. But we'll get to all that later, First, the basics, Roque Squadron is a flight-combat. shooter that's heavy on

action, light on sim, and expected to fit on a 12-Megabyte cart (although that size may increase). The game has you donning the grange flightsuit of Luke Skywalker, six months after he destroyed the original Death Star in Star Wars: A New Hope. Now young Skywalker and his wingmatesincluding unsung trilogy bern Wedge Antillesengage in skirmish after low-altitude skirmish in a variety of Rebel Alliance craft above the game's 15 planets. Each planet serves as the backdrop for a level, with Kessel hosting two stages, giving the game a total of 16 missions (not to mention several secret bonus levels).

Of all the game's planets (see sidebar), only Tatooine appears in the Star Wars flicks. For the rest, the developers had to do a little digging. "These are all Stor Wors locations," Schmitt says. "We got them from the Adventure Journals, from some of the novels, the comic books-all over the place. We just scavenged them all." Picking the right planets was the easy part, though; deciding what they looked like was another matter. "We just looked for as much reference material as we could," Schmitt continues, "but a lot of the books and things weren't very descriptive, so we just gave our artists free reign. The planet Corellia, for example, where Han Solo's from, it's been described in limited detail, so we kind of pictured it as the California coast with a spaceport." And this level-building process won't end until Lucasfilm licensing greenlights Rogue Squadron's look and story, since nothing in the game is allowed to clash





Desert terrain inhabited by humans. Jawas and Sand People. Nade famous as homeworld of Luke Skywalker, adopted home of Obi-Wan Kenobi and Jabba the Hutt.





Planet in neutral space that is home to a small group of Rebel sympathisers. This group has access to a large cache of weapons and technology that they are prepared to share.

#### 3. chorax



A system known for smuonling and piracy activities Chorax, has been a key system for Roque Squadron throughout its history. Several missions in the X-Wing collections occur here

no close Madge-Antilias pw Squinter

S Wraid







special-effects factory that's churning out the film's CG hocus-pocus. Let's face it-Star Wars is in the air here. (Hark, It's even in the water-The lake at Skywalker Ranch is called Ewok Lake.) Could there be a better place in the galaxy to create the second Star Wars game for the Nintendo 64? Maybe, lust down the road a bit, in a

multistoried wooden building that seems more treehouse than workspace, we find the offices of Factor s, the German development team with whom LucasArts has worked closely for the past five years. Rogue Squadron is Factor s's baby, too. While LucasArts handles the level design and most of the art duties for the game, Factor 5 is responsible for much of Rogue Squadron's programming-its 3D engine, Al. sound and music system, development tools and front end. And although this is Factor 5's first N64 game, it isn't their first jaunt to the universe George Lucas built. Previously, they coded the PlayStation port

















YOU'VE BEEN WARNED THE



ship shapes There are five ships that you can use right from the beginning of the game: three starfighters and two speeders. You'll probably recognize all of them except the V-Wing, which was introduced in the Dark Empire comic book. Other ships will open up when you complete certain sections of the game. Deflector shield generator Electric folddown hood R2 unit ~ 'Go-faster" stripe Táim & Bak Laser cannor KX9 laser cannon Keuless Entry a-wing Concussion missile launcher Taim & Bak IX4 laser cannon Big-ass stereo ArMek SW-4 ion cannons Flashy lights Repulsor lift drive unit Blaster cannon afterburner unit Targa roof Koensaur R200 lon iet engines Bit that tends to break off: handle with care Luke's seat Rear-facing, .. dead-guy's seat snowspeeder Harpoon gun

with the continually erowine Star Wars continuum

games have established thus fax. Rogue Squadron's break and vided into four chapters, and you can only reach Chapter Four-Chapters, and you can only reach Chapter Four-Chapters, and you can only reach chapter four-Chapters and you can be constituing special, but he controlling special, but he controlling special policy oxili just have to figure out for yourself. Sach mission histo, and with an in-game cutsory commission histo, and within a in-game cutsory commission histo, and within a in-game cutsory commission history and the properties of the commission history and the properties of the commission history and the properties of the commission history and the

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times and know exactly what you're doine, Many of Ropey advancies missions min subplots and characters from the expanding SEAW Was universe. The the second level—called Rosa at Chorac — for instance, "This was actually mission," Schmilt begin." As high called He Nona with some Robel sympatrizers, supplies and officers has coarbed on Chorac, Both the Importals and Robels know it has crashed and they be only the price of the properties on your first price of the properties of properties of the properties of properties properties

attack. So you have to balance your defense between the capital city and Madine's building." Escort missions, for the most part, have you defending ground vehicles, such as trucks and trains, but some send you on coordinated attacks with other Alliance fighters. So goes the mission. over Gerard 5, the final level in the game's first chapter, "Gerard s is a planet that tried to rebel, but the Imperial presence there was too strong," Schmitt explains. "So they get word that you're the guy who blew up the Death Star and call for assistance so they can attempt to rebel again. Your squadron shows up, and the Imperials decide to get the heck out of there. They start flying off in their yaughts, taking all the money with them. The Alliance sends in V-Wines to disable the escaping vaughts, and you have to both defend yourself and the Y-Wines while they go about their job."

At your disposal in Rogue Squadron are five Alliance fighters.



Among the first planets to join the Old Republic and noted as homeworld to Han Solo. Garrisoned by the Empire after the Battle of Endor.



Site of failed military uprising against the Empire prior to the Battle of Yavin. Brutally suppressed by orbital bombings from Star Destroyers Adjudicator and Relentiess.





Home to the Imperial shipyards and the Loronar Corporation. Most of the Empire's largest capital ships and weapons platforms are constructed on Loronar along with synth droids.

Which of the forming starfighters
thore a moder wind







The game engine makes full use of all the tricks in the NS4's arsenal. Nighttime missions really show off the dunamic lighting. You've seen four of them-the X-Wing, Y-Wing, A-Wing and snowspeeder -- in the films. The final fighter, the V-Wing airspeeder, is from the Dark Empire comic series, (Oh, and there's a few secret craft, as well.) Each ship has a virtual cockpit, in which you can nan your view with the Camera buttons, or you can choose a third-person. behind-the-ship perspective. The type of ship you fly and its weapons configuration are predesignated for each mission. But as you progress through the game and gain access to new fighters, you can refly previous missions with your newly attained craft, Certain missions will. also end with you acquiring new technology, such as more nowerful laser rannons. The enhanced weaponry will be present on all craft in the game from that point forward Roque Squadron pits you and your squadmates

against jaxt about every hunk of deadly junk in the Emperor's to you You'll face A-R<sup>2</sup>hi, sout walkers, I'll fighters and bombers, shuttles, probe droids, trusters and other familiar troublemakers. You'll also take on machinery ripped right from the novels. West End BPG source books and vehicle guides. Look for bushbook grunnings, All-erain Personnel Transports (AF-Pfs), special IRE-D fighters, tank droids and even structures and

tank droids and even structures and buildings from the Stor Wors Special Edition, such as the tibanna gas platforms on a Cloud City-style stage. By design, Imperial Al In Rogue Squadron has been crafted well sty of genius, owing to the game's action incited of die-hardsim spin. Like any good twitch shooter, you'll face swams of enemy vehicles at any one time, and life would be frustratingly difficult if the opposing At were too bright—not to mention that escort duty would be a nightmare, since enemies would







no doubt feels a little familiar-at least if you played Shadnws of the Empire, LucasArts, it seems, took much of the feedback on its first N6a game to heart. It was the gripes aimed Shadows and the praise for others that very much shaped Rogue Squadron's design, "I love Shadows for what it was," explains Mark Haigh-Hutchinson, the project leader for Roque Squadron, "but it suffered from a little bit of lack of focus,

because we tried to do a general kind of earne to please lots of different kinds of people, and we hit every kind of game there is. It worked to a large degree, at the expense of not being able to fine-tune certain levels as much as we would have liked. Now, with this game, we're focusing on a particular style of game which is akin to the

first level of Shadows." You remember that stage, right? It was the extraordinary snowspeeder level that had youas Dash Rendar-knocking down AT-ATs in the most faithful re-creation of the Battle of Hoth ever packed into a video game (and note that this same battle formed a significant gameplay chunk of two previous console games). Well, it turns out that Haigh-Hutchinson had crafted Shadows' Hoth Battle concept, and he also wrote the initial design document for Rogue Squadron. The

graphical and gameplay similarities between the old and new games are obvious. They even share kindred control schemes, with the Shoulder and Trigger buttons in Rogue Squadron controlling speed boost and brakes, while the A and B buttons work your primary lasers and secondary weapons, such as

Ion cannons, proton torpedoes, etc. But you'd be surprised at how much some development focus can add to a game. "This is a much bigger beast than Shadows." Haigh-Hutchinson explains. "It's much more of a freeroaming environment. You can fly pretty much everywhere. In Shadows, you were turned back in the direction of the battle if you flew too far. Here, you can go on for some significant. distance." In fact, Haigh-Hutchinson says, the average level in Rogue Squadron is 20 times larger than

Continued on page 228



• Balmorra

Located on the fringe of the

Galactic Core, this is another

location for Imperial weapons manufacturing. Primary product

is the AT-ST walker.

Temporary base of Roque Squadron during Shadows of the Empire (novel). Used as staning post for Roose's attempt to canbire Roba Fett and rescue Han Solo



Only source of telepathy enhancing alitterstim spice. Former site of brutal Imperial prison and spice mining operation. Adjacent to cluster of black holes referred to as the Maw that's known for making navigation difficult.

Miles was Bad 1 in hard Compa I little below



you're supposed to protect, "We didn't want to make (the enemies) too smart," says Holger Schmidt, lead programmer for Rogue Squadron and the director of development at Factor 5. "We're making them a little bit more predictable. although not quite exactly cannon fodder." He added that the Al was actually developed with an eye toward the Trilogy flicks. "A lot of times it's very cinematic." Schmidt continues, "like in the movies, when the X-Wings are getting in behind the enemies and shooting them down, or they dodge to the left or to the right and head down a different canyon."

OK, now that you've gazed at the screenshots and read about the Imperial opposition, something about Rogue Squadron













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# QUARTERBACK CLUB

#### sweat the details





#### the 'Real' Rogue Squadron

The more astate among you will no double search that the flowps Science in an integral part of Size with stablers, filling in a methor of app between the three associes. Formed, after the Bettler Of York in the these unrising NAMing palest Luke Skywalers and Wedge Antilling. Its primary functions to apprate as a squardow without a set mission popules. This allows the Begues to take on any important basis that come along and fill in when normal control sources care in up to the basis. If we have normal control to such case are set on the property of the when normal control sources care in up to the basis. If we have normal control sources care in up to the basis. If we have normal control sources care in up to the basis. If we have normal control to the control of the control of the control of the minutes of the control of the control of the control of the minutes of the control of the control of the minutes of the control of the control of the minutes of the control of the control of the minutes of minutes of the minutes of mi

is General Carlist Rieekan, the commander of the Hoth base in The Empire Strikes Back, who assigns missions to the squadron in the LucasArts came.

As squadron leader, Luke Skywalker gathered the 12 firest pilets and lighters before leaving to embars on his Jedi studies on Dappobeh in The Empire Strikes Back. Once he left, Wedge took over squadron command, and it is all this point where the majority of the X-Wing novels and comics take place. Note that the game is set before The Empire Strikes Back, when Luke was still leader.

The Squadron played a significant role in the formation of the new Alliance after the defeat of the Empire at the Battle of Endor and was also instrumental in the liberation of the Imperial Center

A WING

on Conscrant.

Notable Roque Squadron pilets
include Wedge (Roque Treed and Lake
(Roque Treed) and
(Roque

from the Imperial Navy at the same time as Luke's life-long friend Biggs Durkighter, joined Rogue Squadron at the Battle of Hoth and was designated the call sign Rogue Four. He also fought at the battles of Endor and Bakura.

If you want to really check up on the background to the game, Roque Squadron has been featured in:

Star Wars: The Empire Strikes Back

Star Wars: The Empire Strikes Back
 The Last Command (volume three of the

Thrawn Trilogy, Bantam Spectra books, Timothy Zahn)

Regue Squadron (volume one of the X-Wing series, Bantam books.

Michael Stackpole)

• Wedge's Gemble (volume one of the X-Wing series, Bentam books, Michael M

X-Wing series, Bantam books, Michael Stackpole)

 The Kytos Trap (volume three of the X-Wing series, Bantam books, Michael Stackpole)

 The Bacta War (volume four of the X-Wing series, Bantam books, Michael Stackoole)

Heir to the Empire Sourcebook (West End Games,
Bill Slavicsek.)











#### oeja vu

The idea behind Rogue Squadron ion't exactly new. Below are shebs from Super Star Wars and Super Empire Strikes Back on the SMES, and of course the first level from Shadows of the Empire. Look Familiar In automa?





endzones, anyway.
Yet size isn't the
only thing that matters,
and Rogue Squadron
one-ups Shadows in
several other sameolay.



At the same time Rogue Squadron supercharges Shadows' snowspeeder-stage formula, it does share one major piece of gameplay common ground: Its missions are all based above a planet's surface. And that seems odd, considering three of the game's five ships are famous starfighters, built for blowing up Death Stars, strafing Star Destroyers and all the other rigors of deep-space combat. So why keen these craft from slipping gravity's grip? "Part of the reason is just for the new experience." explains Brett Tosti, Rogue Squadron's production manager. "After all, it's really simple for us to do a space level. You don't have to worry about terrain. You just out a star sohere around your ship. But then you would have a game very similar to a lot of the other games we've done: X-Wing, TIE Fighter, even Shadows and its TIE Fighter and Skyhook

fine up the game's Ship Selection Screen—is all we need to see that, yee, Rogue Squadron is an impressive-looking product. The front end runs in SquaxQB resolution, and the Selection Screen's ships look incredibly crips and destaled. Of course, working for LucasArts does entail certain peak for the game's artists. "We have a lot of good source material for the ships and evenythine." Sealains Scrie Roudels. Rozue

Squadron's lead artist. "We've been using a lot of reference from the artivoles, because we have a lot of archived stuff for the Star Wars ships, a lot of nice, high-resolution, high-detail imagery that the general public is not privy to and that we can get a hold of here. We use that a lot to give us a base point for the accuracy of the ships' texture maps in the game."

Although the actual in-game graphics aren't in hi-res, the player's fighter does appear crisp and authentic, thanks to some deft wrangling of the hardware. "We knew the N64 has the power.in it to achieve more graphically." Rundels continues, "so rather."

than relying on some of the old models that were lying around, we pushed the polygon count up a bit on





Q: Which of the following was your favorite level in Shadows of the Empire? Survey courtesy of Videogames.com

meteor shower 176

train 111

canyon 169

speeder bilde

01--

levels. With Rogue Squadron, we're just trying to give people a different kind of game."

Five seconds—the time It takes for Tosti to turn on the N64 and

the caft—especially the player's craft—and went to hi-res on some of the textures." Rundels further explains that Rogue Squadron's fighters are composed of between 200 and 250 polygons. Onto them the artists have mapped the standa 64x64-resolution, 16-Bit-color textures, while in a



The film reception of Milliams Falcan, Wadne's X-V and Insert X-Wing and a V-Wing Committee Van 4 office his in-Commission





says. "That's our goal. And if the frame-rate permits it, the draw distance will be increased. If you have a very objective-intensive area like a city, it will bring the draw distance in a little. But you probably wor't notice since you'll be foosing on the nearby buildings and enemies, anyway."

few places they've applied larger, 64x128 tinted grayscale textures. It is these higher-res textures—mapped onto the smaller polys afforded by the ships' high polygon count—that give the game a seemingly hi-res look. And let's not forget the landscape's real-time lighting cast from later file and explosions, not to mention the

scattered particle effects.
Rogue Squadron's draw distance has also been the target of much tweaking. The programmers built the same's 40 engine with the intent to

maintain a constant, fast frame-rate, and they didn't want to rely on overly foggy skies to hide the hardware's limitations. So, their solution was to allow a flexible distance to the horizon. "We always want to maintain go frames per second," Tosti Back at the Factor's treehouse, with Audolf Stember, sound offector of the Beopue Squadron project, surrounded by herboards, memory specific surrounded by herboards, makes specific sounded by the specific sounded programmer. Specific sounded by the specific sounded for your keys, creating an impromptive cooppinity of AT-AT sounds, blaster fire and other straight-founded, sound of the fill self-straight sounded by the specific sounded for the specific sounded by the specific sounded past Specific sounded by the specific sounded past Specific sounded by the specific sounded sounded sounded by the specific sounded past Specific sounded by the specific sounded past Spec

rumbling," he offers as an example.





Unexplored gas-giant nearly 100,000km in diameter. Atmosphere is extremely rich in Tibanna gas and is breathable at very high altitudes.





Site of secret imperial weapons research facility primarily looking into metallurgical research (phrik, used in Dark Trooper armout originates here...undermined by Kyle Katarn in Dark Forces).

# 12. chandrila

Serene agricultural planet known for producing fine political minds-most notably Mon Mothma (one of the youngest people ever elected to the Republic Senate).

a Mg up quality Mark Ster War, duct the of a coron, and













Unlike Shadows of the Empire.

all of the cut-scenes in Roose Squadron make use of the game engine to present the story. Each jacked into his supercharged sound system, and of these sequences is scripted, we're treated to another surprise: Rogue sketched out and storyboarded Squadron supports Dolby Surround sound. The before being passed on to N64 calculates every enemy ship's position in the programmers. real time and generates the proper doppler effect. In other words, if you have the proper audio hardware (and if you don't you'd better read this month's feature on hi-fi gaming gear), you can hear the swarms of TIE fighters dart to your left, right and rear, making the action that

much more immersive. Equally impressive is the amount of digitized speech that Factor 5 has crammed into Rogue Squadron. You'll do very little reading of text in this game. Aside from the initial mission briefines, every other plot twist and in-game message is communicated through narration and radio chatter. You'll hear the usual wingman squeals for assistance, such as "I can't shake him!" and "I'm hit!" You'll also hear lengthy banter between Luke. Wedge and the rest of the squadmates (all voiced by sound-alikes, not by the films' actors). Factor 5 currently has a half hour's worth of speech to squeeze into the game, although that amount will likely be paired to around 20 minutes.

The inclusion of so much speech raises obvious comparisons with Nintendo's equally











A) From a new Star Wars structure.

A ser multi-mais reference (I)- IOM less It to be concerned for West Berlind III of the III of t

and the that get your attention.







Photo by Heather Sutton Enhancement by Subby Harmon

chairy Suff rod Ga. allo a 12-Meaphyre cart. Times out factor's year one step interfer has the value of a factor's year one step interfers has the value of the control of



Frant Row (left to right; 1629), Dan Conners, Princess Left, Table, Burbly Herman, John Katherin, Wicker, Kawin Schmitt, Jeffing Kang, Clets Kile

Second Rew Selt to right! Engly Bandels, Welge Antilles, Iers Peterson, Source Waltur, Second Homes Copel, Wart Halph-Hutchiscon Third Row Selt to right! Gine Ago, Paul Topoles, Wille Ediko, Born Tools Marc Downey, Second

Mevium, there thenk, florine Sauer, Jalan Egyphenini, Marin Wapper, Boba Fet Franth Bave (Jeft to right), Jobbs the Huri, Auran Boson, Lande Gallerine, Drivi Brechbert, Han Solik, Radi Somster, CPPI, Kvein Grandt, Roliger Schmidt, Merlin Simpson, Byan Kaufmann

Back Row Ret to right Woman, AT ST

40 to 50 music tracks, most of them based on Williams' original scores, some of them brandnew Star Wars tunes.

By the really, really cool part: Rogue Souadnon's soundtrack wacts to your

Squaron's soulentrack reachs to your environment. "Each level has its cown theme," Eggebench explains, "Dou't when you fly into a combat zere, the music will pick up reimpo, or it will switch to a new piece of music when you fly into a specific zere. Hy over Luish' homestead on "Istoolee, and the music will fade nicely into Luisk Skywalker's theme. Banjo-Kazoolo deso this to some extent, but it only changes instruments. We actually change the score."

Rogue Squadron has undergone a relatively short development cycle. Haigh-

resizionity short development cycle, risigniiest bid, sin do college differs per under unity in September. When the game little is howember, in will have gone from concept scompletion; in will have gone from concept scompletion; in about sy mentils. Part of the reason for the quick to short specific per of gramming have been sometiment But a certain other global phenomenon in the making had still test constring to do with it, too. "We really wanted to get Rope out by California," The side of the control of the California, "The side of the control of the california," The side of the control of the away from the. This was our last chance to do a classoc Star Was great.

So, yes, Rogue Squadron will be the last console game based on what LucasArts is coining "classic" Star Wars—the story arc depicted in the three films, novels, comics and other spin-off anducts.

Or maybe not.

"Tm sure that at some point in the future," Tosti adds, "when we're done with the prequel stuff, we'll look back and say, 'See, wouldn't it be great to do a classic Star Wars game again." That will happen. I guarantee it."

13. sullust

Volcanic world that is home to the mouse-eared, wide-eyed humanoids who inhabit vast underground cities. Sullustans of note include Nien Nunb, Lando Calrissian's co-pilot and his sister, Aril who served as XO in Rouse Soudfon.



Ultra-humid rainforest world noted for being the center of the galaxy's bacta industry, inhabited by the mantis-like Yratix who are credited with inventing the remarkable medical fluid.

15. mon calamari



Aquatic homeworld of noted Rebels such as Admiral Ackbar, this water world is home to more than 27 billion inhabitants. Mon Calamari is noted for excellent starship design and construction.



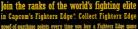


















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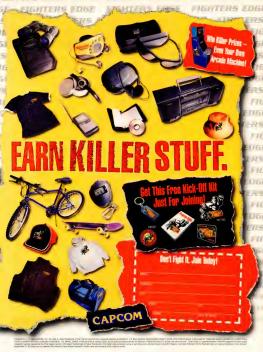












### **Build the**

We suppose there are worse things in the world— Ebola, hate crimes, Michael Bolton—but It's still a crying shame that millions of gamers don't know what they're missing when they power up their consoles. We're talking about Dobly Surround sound. We're talking about comb filters and line doublers,

subwoofers and S-video, all the techie hi-fi toys that too many gamers ignore because they're jacked into a tiny TV there's the good news: You only need to focus on a few

and its soup-can speaker. But here's the good news: You only need to focus on a few components—namely the TV, receiver or pre-amp/processor and speakers—to experience a game's full room-rocking potential.

You couldn't jok's a better time to upgrade your gear, either. The number of Dolby Surroundenhanced games ha just nockeded past the hundred man't, with pollishers Electronic Arts and Psygnosis encoding nearly all their titles with surround sound. And even games that offer only standard stereo, or the surround-simulating GSound, will deliver a satisfyingly ear-splitting experience on the proper gear. Plus, with Dreamacata and more on the horon, you'll want a 17 that helps the new super consoles show their stuff. Best of all, AIV prices have fallen steadily, and you'll undoubtedly find a decent setup that worth but shy undank account.

> But how do you sort the quality gear from the crap? And just how much is this stuff gonna cost? Edd saked joe Hageman, an editor for Home Theoter Magazine, those same questions. He helped us assemble a variety of state-of-the-art systems at several price ranges from \$50 or less all the way up to \$2 och Hir fliggermates. Trust us: This guy reviews A/V gear for a living, and, given the proper setup, every package on the following seven pases with

rock your gaming world.

#### Or los Harres

#### How To – Round One...

This feature is the first in a series of how-to articles designed to help readers get the most out of the gaming hobby and illestyle. Watch for new installments every month. Next issue, we'll show how to find, buy and maintain an arcade matchine.

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# **Ultimate Gaming Rig...**







Cambridge SoundWorks DeskTop Theater 5.1 \$299

just 'cause your career hasn't progressed past the paperboy stage doesn't mean you're stock with that hand-me-down TV. Samsung's GXTV-designed specifically for games – combines a three-piece speaker system and TV into one fairly cheap package. Yes, the 33-inch screen is tiny, but its low-mission tube means you can

sit close without growing tumors. Cheapskate gamers who aiready own a decent TV can supercharge it with Altec Lanning's ASCAP Fowercuber Pius speaker pack, which consists of two 20-watt speakers and a qu-watt subwooder that packs decent boom for the buck. Or step up speakers and a seek to The the SoundWork's Desk'op Theater, a feature a Dolby Digital (AC-3) decoder, five identical steellits speakers (two front, two rear and a

center) and a powered subwoofer.

### ...for under \$500



Jam!! • \$80

This nifty little box'll connect your console to a PC monitor it's a great way to shoehorn your PC and console into a contralized-gaming area.



om NuReality, this unit inverts your console's stereo mono signal into pseudo mound sound that you only and two praytors to hear

ven if you're satisfied with your current TV and sound setup, you'll always have room for a few more toys, right? So, scattered about the margins you'll find random high-tech novelties,

some of them cool, some of them weird.



Sharp CD-C492 \$699



Sony KV-27V35 \$699

le-picture (Important If you're somehow able to wided your attention between Einhöufer and Reywetch), obvanced on-screen menus and an Reywetch), obvanced on-screen menus and an Seidebart, bits TV is a great value at only 5699. To complement the Sony TV we matted it with either the Sharp CD-C492 or the Yamaba YHT-15. Both systems offer the speakers place is aubworder and Dolby Surround sound, with the Sharp getting the edge for offering Dolby Biglich. The Sharp is

Still working in the malfroom hah? Well, just because you're not the CEO yet doesn't mean you can't have a good system that'll enhance your games—or, better still, impress your data. The focal point of any gaming rigo r home-theater system is the TV, and we found a good one in the Song KV-3795, in my opinion, Song makes the best direct-view televisions available and this 27-incher is no excession. Packed with features the pictures the pictures the pictures.

Both systems offer five speakers plus a subwoofer and Dobby Surround sound, with the Sharp getting the edge for offering Dolby Digital. The Sharp is also a complete desktop system, with a three-disc changer and lange deck. With more features and a smaller price tag, the Sharp is probably a better value, although Yamaha receivers are pretty great.

Yamaha YHT-15 \$599

...for under \$1,500

### Some Assembly Required

#### Tune Up Your TV

Bellow it or rois, your shiny near IV wen't be perfect when you public from in book in theirioun's fictory being are usually calibrated to compete with other models on shownoon floors under fixering functions registers, and while there is no magical set of IV adjustments built if display every game and movie perfects, you can many neverthing on your or with. Pri adjustments built if display every game and movie perfects, you can mustly neverything only or which. Pri adjusting the brightness, code, in three on rewer? TVA, contrast and sharpness centrols as described selve, you'll have put if house it is must have only and every five from the service of the perfect and every five found for in most hand some developers' monitors. In other words, Sypro will be purple and Crash function will be carriage, not vice-very five floors.

 Brightness. This one's easy. Key the brightness way up, then ease it back until black backgrounds are black (below left) and not gray (below right). You'll know you've cranked it down too far if you begin to lose detail or normally vibrant blues begin to look black.





 Color You'll want a game with a lot of reds and oranges to set color. Pump up the colors until they're vibrant (left) but stop just before the reds, purples and oranges begin bleeding into each other. Tune the color too low and games will look drab (right).





 Tint/Hue Pick a game that shows some skin (most any fighting game will do), and adjust the tint control until fiesh tones look like...well, fiesh (left) — not too red and not too green (right).





- Contrast. Boot up a game with a lot of white in it, such as a hockey title or Winter Heat, and crank up contrast until it's unnaturally white and the screen looks washed out (far right). Then dial it back until the white loses its glowing intensity and you can see the horizontal lines of your IV's display (right).
- Sharpness. Any polygonal game will help you set sharpness, since you'll be looking at the edges of shapes for this one. Increase sharpness until the vertical edges begin to look exaggerated, with a White glow appearing around dark edges (far right), then ease

#### **Essential Setup Tips**

Setting op your new A/Y system can be as tricky as reversing a little more and setting the setting of the sett

- When adding steres speakers for the two main speakers in a surround-sound kill to your oystem, place them at least three feet to the sides of your IV and at least 18 inches from the rear wall. Most speakers could better "tools", "meaning you should farm belief to the sides of your IV and at least 18 inches from the rear wall. belief your listening position. If you too them in too much you will lose you soundstage, and with most speakers If you don't toe them in at all, you will lose that realistic image.
  The center channel in a home-theart exists phould six close to
- the content of any too was not on treatment, image:

  The center channel in a home-theater setup should sit close to
  the TV, preferably on top of or below it. Note that it's crucial for
  the center channel to be magnetically shelded. If not, the
  speaker will introduce major color discoloration which, over time,
  will not sover TV.
- speaker will introduce major color discoloration which, over time, will ruly use?

  Rear speakers should be placed just above and behind the listening position (di-pole or bi-poles), or behind you on stands firing directly at the listening position (direct radiators).

  Although basis is non-directional, placement of your subwooder
  - Although bass is non-directional, placement of year subwoofer is fairly crucial. Butting it up against the wall may increase its couput, but often times bass will cound boomy and unnatural, whereas pulling it out from the wall a bit may give bass notes more definition. There is no real exact science to subwoofer placement (I) don't care what anyone says), so depending on you comb's natural acoustics, furnishings, type of carpet, etc., play
- around with placement and see what works best for you.

  Speaker wire and interconnects are another critical part of home theater setup often overlooked. The cables board with most A/V gear are what are call "throw-aways." Better cables equals bette performance. Shorter lengths are best, but II you must have long
- periormands are bigger the gauge, the better.

  If your TV is 31 inches or larger, you'll want to sit at least 5 feet from the screen, any closer and you'll be able to discern flaws in the graphics, and the placelized textures of PlayStation and Saturn games can be a particular eye sore when they're in your face, Just
- remember, the bigger the screen, the farther you'll want to sit from it, so plan your furniture setup accordingly.

  When it comes to lighting your game room, use indirect lights and place them behind the TV. That way, you'll get no glare on the screen—or in your yes—and won't have to shut off all the lights.













Get ready to RUMBLE! Chartie Blast's Territory will blow your mind! In Single Player Pluzzle mode, help Demolition Expert Charlie Blast strategically re-arrange Bombs, Detonators. Thi Crates, Blockers and other Objects scattered on each uniquely designed Island puzzle level. Alse the Trampolines, Floating Platforms and Conveyor Blast on each stage to help Charlie solve the puzzles. Detonate the explosives to set of a chain reaction that will blast the island to pieces and clear the level. Confinue clearing Single Player Puzzle levels and Charlie Blast's Territory will reveal diabotical indeen Multi Player game boards, where two to four players can blast away at each there to gain territory on specially designed stages. Players can choose from four un characters with their own individual quirky personalities. Acquire area on the Multi Player game board by arranging the Bombs and other assorted objects (such as Freeze Bombs that temporarily immobilize your opponents) to create an explosive calls in action. There are 60 Single Player puzzle-solving fun and simulmingus.





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Hitachi 32CX28B \$799

Cambridge SoundWorks New Ensemble III \$599

nickel will be rewarded with these packages. Package A: The Hitachi 32CX28B received high marks in Home Theater for its exceptionally accurate color, picture detail and excellent features like three A/V inputs (two sets on the back, one set on the front and optional S-video). Unlike many manufacturers, Denon didn't throw some crappy speakers into a crate with its AVR-1400 receiver and call it a home-theater-ina-box. Instead, they became the sole distributor of Mission speakers here in the United States and put together the DHT-M1. This package blew me away when I reviewed it. The sound and build quality was outstanding, besting any HTIB system I had heard up to that point. The AVR-1400 has everything you need in a receiver plus a six-channel input for Dolby Digital or DTS. 5: Although not as feature-packed as the Hitachi, the Panasonic TV has a lot going for it. With a universal remote, PIP and, for those of you with kids, a "Game Guard" Mode that locks out all video inputs plus channels 3 and 4. That'll teach your kid to hog your PlayStation Kenwood has somehow packed the VR-200 with Dolby Surround, Dolby Digital and a host of other features for only \$399! I'm not sure how they did it, but thanks to them digital gear is probably going to get more affordable real soon.

Rounding out this outstanding package is the New Ensemble III Home Theater speaker system from Cambridge SoundWorks, Cambridge has been putting together packages like this for a while now, and with each new incarnation they get better and better-and more

affordable. This one's got all the speakers you need in an attractive, tidy little package.





### Benchmark Sound

#### Nine Games That'll Push Your Gear to the Max

So you just lugged that mountain of stereo stuff home from the store and plugged all the wires in the proper places. Now you warna, see—and, more importantly, hear—what this pile of expensive toys can do. That's where we come in, just as the home-theater mags can do. Than's where we come in: just as the home-theater may highlight specific movie scenes (such as fluister's destructive opening) to help flick buffs show off their living-room cinemas we've assembled this list of ear-friendly games that'll take full

advantage of your various components. To test the boom-boom prowess of your subwooder, check out the "Bass Busters" rategory. The trion in the middle serve as some of the best examples of the too plus garnes—nearly all of them PsyStation filtes—that suppose DoBly Surrounds sound. The bottom three part, all acound incredible sound and mask that will put every part of your system to the test. So plug em in and pump it up 'If the neighbors call the copie.







Bang, Bang, Bang, Boom, Every gunshot and explosion in this game will rock your room. But for a real gut-rumbling treat, hop into the tank and cut loose with its really big gun.

par (the center channel's muffled), but the rumbling bass effects are amazing. Buzz a capital ship—or blow one up— and you'll hear what we mean.

helpines of low-level boom. Find the circling jump pad near the desert level's door for a perfect example of the game's room-shaking power.







oad Rash 3D • PlayStation tronic Arts is the most prolific publisher of surround-sound hanced titles, and RR3D is among EA's best-sounding efforts. When a cop's behind you, you'll know it.

FIFA 98 • PlayStation
Pop in the game, jack up the volume
and—prestol—you're on the field and
surrounded by a roaring crowd. Just
for kicks, try your receiver's Stadium
Mode for a slightly different effect.

the enemies in this excellent shooter dart around you. Suddenly, you're not just watching the battle; you're in it.

G-Police • PlayStation ke EA, Psygnosis encodes Dolby urround sound in all its games. Let



Panzer Dragoon \* Saturn It may be one of the Saturn's first titles, but PD delivers such an overall exquisite sound and music experience that it'll make you weep. Turn out the lights and let the game suck you in.



Gran Turismo • PlayStation
With its squeeling tires and roaring
engines, GT's sound is unbelievable
Play it on a big-screen TV and you
can actually feel dips in the road (honest-we were nearly queasyf)



Castlevania: SOTN • PlayStation
Konami's masterpiece packs both
excellent music and effects. The
digitized voice is especially good, hile the crisp clang of Alucard's weapons will work out your tweeters

### Shop Talk

Now that you're drooling over all this gear, where do you go to buy the stuff? Well, that depends on the type of service you expect and ics stores. Here you'll find better service and liste ere you can hear your gear in action. You can sometimes even pay le extra to have store technicians set up your components at e. The downside: limited selection and prices that equal or

nce megastores like Circuit City and Best Buy, on the other ffer mid-range components at prices usually well below the SRP. But the hired help isn't nearly as knowing as the specialty ps' tech heads, and these bustling stores aren't the best ironments to judge the displayed models' sound or video quality

You can always bypass crowds and store-floor sales pressure

vary widely in their prices and level of customer s better catalogs is Audio Advisor (www.audioadvis tance, extended warranties and a huge selection of high- ar id-range A/V components, not to mention prices usu specialty mail-order companies, then shop around for the best prices and shipping fees. Better still, if you have Web access check

mail-order companies that peddle consumer electronics.





Now we're gettin' somewhere! Not to say that the previous packages aren't great, but let's face it - the more ya spend, the more ya get, Recently Toshiba seems to be at the forefront of technological advances in video. The CN26Ho2 is no exception. This 36-inch beast offers a plethora of hook-up options including two S-video jacks, several composite video jacks and even component video. This DVD-friendly connector, a step above 5-video, is a rarity in this price range and Toshiba gets a big thumbs-up from me for offering it.

Denon does it again with the AVR-2700, but this time adding Dolby Digital, Denon amazed me when I reviewed this product - sound quality was spectacular and even the five-channel stereo mode sounded really cool and realistic A relief, since most of the extra surround modes on receivers are pretty cheesy.

Almost as good as the Pro Cinema system is the Klipsch Synergy 6. Two outstanding Klipsch trademarks are represented in this ensemble; the s-inch Tractix horn-loaded tweeters and a high 9268 efficiency rating. High efficiency means they are easy to drive and will play extremely loud without distortion. Put it this way, my neighbor has a pair of Klipschs and I am starting to understand why some people shoot their neighbors.

Denon AVR-2700 \$899

...for under \$4,000

### ...for under \$4,000





Marantz SR-780 \$1,200



The Sharp 36K-S400 is, in a word, amazing-one of the best 32-inch direct-view televisions on the market today. Right out of the box the picture is extremely accurate and gets better after some tweaking. It has all the usual stuff with one nifty feature I love-the power cord comes out the side so it's easier to place in a cabinet. Hey, it's the little things that count. The Marantz SR-780 Dolby Digital receiver is so great, it's my reference receiver here at Home Theater. The SR-780 features Dolby Surround, Dolby Digital, a disgusting amount of inputs and outputs, not to mention top-notch sound, plus Marantz's excellent RC-2000 Mark II universal remote. This

remote is huge! It'll run just about anything you throw at it. "Hands-down the best subwoofer/satellite system under 1,500 bucks I've ever heard," that's what I went on record as saying about the Pro Cinema speaker system from Definitive Technology, Four identical speakers for the front and rear, a dedicated center and a truly stamming subwoofer, all add up to a home-theater experience that will satisfy even the picklest audiophile.

Definitive Technology Pro Cinema \$1,34

### **Cable Confusion**

Normally, the things you stick in holes in the privacy of your own. ne is your business. But when it comes to hooking your co

to the TV, certain connections are better than others. Below is a own of the three hook-up types, listed in order of quality.

save up for a new set. You'd be rised at how much bette nposite and S-video look











### ...for under \$20.000







lottery! Now it's time to get serious about that massive gaming and hometheater system that everyone in your new gated community seems to have. And widescreen, baby! That's were it's at! Seeing movies in all of their original-aspect-ratio glory is what the Toshiba TW65H80 does best. It also packs component video but goes a step further and throws in a built-in line doubler (with a digital comb filter). This line doubler-up converts Interlaced signals into progressive scan signals. In English: Your screen will look more like a computer monitor, displaying no flicker. Convergence is the name of the game

Congratulational You won the

with the Philips DVX-8000. This

sucker's got it all—a a66MHz Pentium computer with a built-in DVD player. an AM/FM/TV tuner, a Delby Surround and Dolby Digital processor and an internal line doubler that's competitive with most line doublers that alone cost as much as the DVX-8000. Once again we see the RC-2000 remote and too many extras. Plug in your consoles for the ultimate gaming receiver! Good looks and amazing sound

quality combine in the B&W CDM SE home-theater speaker ensemble. This system, although not really sold as a "package," is truly integrated-front to back pans are seamless and realistic, dialogue is crystal clear through the center, while the sub pounds out deep, tight bass.

#### Survey Says...

compare to the gamer down the street? Check the results of these recent surveys from our site, www.videogames.com.

is the TV on which you play games 27 inches or larger?

Yes No

How much did you spend on your game setup (include cost of TV, receiver, speakers, etc. - everything BUT the cost of your game system itself)?



Do you use RF, composite or S-video hookups?

S-Video

Composite RF Modulator



Is your game system hooked to stereo speakers?





lay simulates the big screen punch of a 52-inch



display and sound system



Lexicon DC-1 \$4,99



I have to tell you that we at Home Theater liked the PV6070 TV so much, the vice president of the company bought it. This 60-inch behemoth from Marantz displays a stunningly detailed picture without the usual hot-spotting exhibited

on many RPTVs (rear-projection TVs). Although missing component video ADA PTM-6150 \$1,999 inputs, the Marantz does have two 5-video and the usual A/V inputs

and amplification for hooking up rear speakers. The Marantz also has a bonus called TV Guide Plus that tells you what's on TV anytime, and it's free! Anything free is automatically good. Another piece of reference gear for Home Theater is the Lexicon

DC-s. It truly has it all: Dolby Surround, Dolby Digital and DTS, all of which can be set to switch on automatically when it receives the right signal. The DC-1 features a slew of inputs and outputs, video switching and very intuitive on-screen menus, it's

the easiest pre/pro I have ever had the pleasure of setting up, although it could use a make-over.

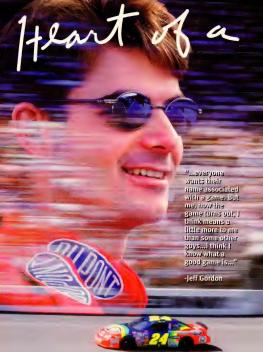
Yet another reference piece is the ADA PTM-6150 six-channel amplifier. We use this amp often because of its amazing power potential and neutral sound. It even has cool lights on the front that bounce up and down with the sound levels.

And finally, two words: "the best," That's how I describe just about every speaker manufactured by Aerial Acoustics. The Model 8 home-theater system - like most of Aerial Acoustics' speakers -- can be extremely placement-sensitive, but the extra effort of positioning them right is worth it. At just over eight grand they are not cheap, but then only the highest-quality drivers and cabinets are used, resulting in sheer perfection. If you get the Model 8 and can't set it up right, can I have it? 🚱

...for under \$20,000







# leff Gordon Banks Future

hen ASC signed Jeff Gordon, they could have just slapped his name on a NASCAR simulation, Instead, they decided to take advantage of Gordon being a long-time gamer by asking him to help design the game. The results were somewhat unexpected-a racing game that loosely resembles NASCAR in the future.

Kraig Kujawa - Which game systems do you own? leff Gordon - I've had all the systems, but right now it's pretty much the PlayStation. I like the variety of games that it has, I'm pretty much a sports game guy-I don't know the names of some of the martial arts games in the arcade I've seen [which] have been brought out on the PlayStation-those are the ones that my wife and I can play together. She can kick my butt in those.

KK - Which racing games? IG - Oh, I've been playing Gran Turismo and

KK - Has playing games helped you as a professional driver? IG - Oh ves. I can say it definitely has. Especially when I was younger

KK - What system got you into gaming? JG - Definitely the Atari (2600). I must have been a or s years old. I think I started playing video games way before I started racing; I remember having Asteroids and Defender. Racing games came out the same year I was racing Quartermidgets....I played some ice racing game...the cars were little sticks and they slipped and slid around. Man, I thought that was the coolest thing how they slip-slided around the corners; I think that is what really got me attracted to doing a game, I mean, yeah, everyone wants their name associated with a game. But me, how the game turns out, I think means a little more to me than some other guys. I think I know what a good game is to me; now some might want something a little different than what I want, so that's why I'm

also trying to integrate the competitiveness of me, and the realness of a driver inside the cockpit and what the other cars are doing, and how the car goes into banking, and when you turn the wheel does it just turn left or drive like a real car. That's the part that really interests me and that's why I want it to be a good game fun when you play with a lot of people, but by yourself it's not. They need to come out with another

KK - When you first began to work on leff Gordon Racing, what kind of specifics did you want designed into the game?







KK - Is that something you think is missing from a lot of racing games? IG - Some of the ones that I've seen aren't

challenging enough in that it's too easy to learn. I've seen some so challenging that you get frustrated and you can't even get past the first segment. So it's important for it to be fun and to have it where you can really learn how to drive a frace) car. A race car isn't hard to drive 50 m.p.h. When you start gettin' it up to 100 m.n.h. - that's when time and lans and experience really pays off. I think a lot of the same things relate to video games.

KK - Do you ever play a certain game and think, "This DOES react like a real race car." IG - Yeah, to me Porsche Challenge -- I think the car handled well. Sometimes I wish you could adjust the car and make a few changes Some of the games that I play just really don't react the same way a real race car does. And it's hard to get that when you're not actually getting the feeling of the (driver's) seat because you're not really moving; you have to go by sight instead of by feel.

KK - Have you tried any of the force-feedback controllers for the PlayStation? IG - I haven't gotten (any of those) yet -- we're going to look into that. I have the Daytona USA IG - The banked tracks were specific - the ca reacts similar to the way I like my race car to react. Also, drivability of the car and competitiveness. I want to hear that guy on my rear bumper (or right next to me) passing me. I have to work hard to pass him back

KK - Jeff Gordon Racing is a futuristic racine game: what kind of things would you like to see in the future in NASCAR, and are any of them implemented in the game?

IG - Something that's implemented in the game is the paying of the race track. Race tracks go from so, ss. 20, 25 degrees. In our racing game we're taking it to 60, 80 degrees in the same. You can't do that on a real race track. You'll notice these race tracks are basically flat and banked. So the fastest way around these race tracks is around the bottom because it's the shortest way. The banking is the same on the bottom as it is on the top. I we want to see two-, three-, four-, five-wide racing on a real race track, we need to have less banking on the bottom, a little more in the middle, and even more on the top. Because the more banking you have, the greater speed you pull. That's something we're doing in the game. the car erin when you take that high arr on the banking and snoot off the corners full-size at my house-that has it. That game is







KK - Do you think NASCAR will do any of these things as far as the track changes on? JG - I've actually talked to NASCAR about a way of doing that. The problem is in the paving machines: to get them to be able to make a curve. Because the handling of the cars would get upset if they came across uneven banking

KK - You'd think that since we can send a man to the moon, we could probably pave a curve. 16 - (laughs) Well, I'm not saying they couldn't, but whether they'll pay the money to do it ... the tracks are getting input from the drivers. With the Texas Motor Speedway-all of the problems they've had with that track-the track says, "Hey, let's get the driver's opinion."



The Biggest Names in the World Wrestling Federation<sup>4</sup> Steve Austin, Shawn Michaels, The Undertaker, Kane, Ken Shamrock, Rocky Maivia, Triple H and more!

The Only Wrestling Game on N64 with 640 x 480 Hi-Rez Graphics
Photo-realistic polygonal wrestlers and 3-D environments.



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Customize a wrestler's gender, body, face, strength and costume.

Over 300 Motion Captured Maneuvers from the vE's Finest Finishing moves like "The Stone Cold Stunner" and Shawn Michaels "Sweet Chin Music."



The Only Professional Wrestling<sup>®</sup> Game with 2-Man Commentary Vince McMahon and Jim Ross bring you the action from ringside.

Wrestle in Multiple "True To The Ring" Matches
Steel Cage, Gauntlet, Weapons, Royal Rumble and ⊲€ Challenge.



4-Player Action
One-on-One, Tag Team, Three- and Four-Player War Mode.





sweat the details









GAME BOY





seat cushion is hard and very uncomfortable. This is not a comfy chair!

Armrests are too low for average adult.

> sub is optional and cranks the price up.

### The Intensor Chair

by: BSG Labs for: Any system price: \$300-600

a seet that throbs and rumbles along with the sound. but in practice it's uncomfortable and a bit of a waste of money, Nice try though... spend your cash elsewhere. www.intensor.com

Knobs feel really cheap and nasty

Buttons are in an OK position, but feel too clicky and cheap.

speaker located in optimal position for pleasurable rumblings.

> Barracuda or: PlayStation

A comfortable shape, but this is a BIG pad.

Dual analog. but no dual Shock.

Fully programmable with button relocation and digital to analog

orice: Saa.oo

you get a lot of joypad for a peasonable notes

conversion. Very cool.

### Saitek PlayStation Pad

for: PlayStation price: \$24.99

like slow-mo, auto and turbo fire, but it's a bit fiddly to operate. It also feels a bit plastickyespecially that D-pad which feels very wron

Big, plasticky case that doesn't feel as nice as standard PS pad.



Fiddly switches make setting up extra features awkward.

Z trigger is right where your finger falls.

Analog stick is in easy-to-reach place.

The shape is more traditional than a stock pad and lends itself far better to fighting games.

MakoPad 64 for: N6a

price: \$24.99

Dean Hager, managing editor, swears by this pag so it must have something

it's a better shape than a standard N64 pad, and the buttons all fall where you'd expect them to

Folds for storage, but feels like it'll break if you do it too often!

Buttons are in awkward spot, might be tough to reach for smaller hands.

If you're sitting at a table, the wheel is too high from base and makes your arms ache.



### ASCII Wheel 64

by: ASCII price: STRC

triumph of design. It may seem like a good idea, but it's to use. Also, it's not heavy enough and tends to fall over.



Trigger works as two buttons so it can be accelerator and brake. Very cool design. can feel

awkward at

first though.

wheel has a spring loaded centerina action. Feels sturdy.

> in both hands.

Handle fits well for: N6s price: \$29.99

> of control this is you've got to like our racing gern ut it's less of an

**UltraRacer** 

Dual Mode FlightStick

by: Mad Catz for: PlayStation price: \$34.99

If you like your sim style action games. this is a nice stick. Worth looking into if you're planning on some heavy Colony Wars: Venzeance sessions this Christmas, Not a bac price either. w.madcatz.com

Big and stable base with a very Cool palm rest...makes it very comfortable to use...

Good-shaped stick, nice and comfortable. The buttons feel a bit cheap though.



placed and fall just under your fingers.

### Dual Arcade **Joystick**

by: Mad Catz for No. price: \$49.99

wax, and a sim-style analog stick the well laid-out. Shame those sticks are a bit on the floogy side though. w.madcatz.com

stumpy little floppy, although it does have a nice "click" as

> Base is very stable

this won't

fall over easily.

stick is way too it moves ..



### Super Pad 64 Color

price: \$24.00

his is basically exactly the same gad as the Shark Pad Pro, only it's not seethru, it doesn't have slome and auto fire, and it's not an "official" Nintendolicensed product, Still ugh

Digital pad feels pretty awful.



Analog stick feels too long...like it might snap at any moment.

You've got to admit it's a pretty ugly-looking stick, transparent or not wuck.



comfortable. pad to use. blavina digital.

Z-trigger is slightly hindered by the shape of the pad.

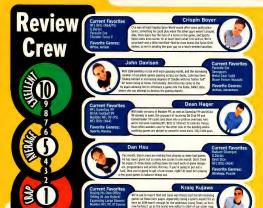
### Shark Pad Pro 642

price: \$29.99

oking pad with an ex tong lead. Doesn't feel like it was designed with most

Solid, but pretty ugly-







EGM rates games based on how they pare to other titles on the same system. The highest score we'll give a best games ever made-a revolutionary title that truly stands above everything

else in its genre for its time. At the other pure crap, as our scale (above) explain In the middle lies the average grade, 5.0. Me repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?





### rent Favorites ert of Darkness Favorite Genres:

Favorite Genres:

Sports, Strategy

With Shaws coviousing Kula World and Sport form they month, by has been reminded of how much fun a good puzzle game can be. This is aspecially true with the Nuttiniaver Modes in Devil Dice. In some perres though, the story is different. Shawn wooders why so many everage games are released. Why bother? Who buys them? Shown hopes the raviows in EGM eliminate needless wasting of your funds.

John Ricciardi



Official U.S. PlayStation Magazine, He'll no doubt think that he's important now, but we'll always know the truth. We'll miss vs. Kuiawa

With all of the football games this month. John's been seeing

Bowl troote), he's developming about how tentestic the upcoming

months are poing to be. Think about it-Zelda 64. Metal Gear Solid Color Game Boy, Japanese Dreamcast-all within two months! Man,

**Current Favorites** Parasite Eve Madden HFL 99 (PS) Gatorade buckets in his sleep. When he's not fighting for second place NFL Bitz (N64) in the office griding battles (Krain of course maintains the Semiarina Favorite Genres: RPGs, Action









enough to keep you occupied for a while-

that is until you have to train your newbies

clay mechanics (sarcasm, kids), With more

bly one of the top-5 worst fla

I've ever played. This is not at all re

is is the worst N64 game I have

exish animation, buggy can

BASIC, I have NEVER seen Deadly Arts may look nice in

ayed. Bad technology: Polygon drop or

ucs... bad gar b. kick and quard)

and subject yourself to the game's wonderful

elegment time. Deadly Arts could easily

have been a decent fighter, Instead It's proba

Sushi



F-1 WORLD GRAND PRIX

lack of a "real" racing sim (like i have). (f)







the game would be fartastic, As it is



n shots, but don't be fooled-this a

is TERRIBLE. Thece's pary an ounce

replay to be found, anywhere. T

reforch tame and the music is a





Gex may be one of the top mascots on the PlayStation, but his N64 debut packs a lot of problems. Chief among them: the carnera, which responds slowly when you shift it and is always snagging on stuff. Awkward angles are abundant, making some levels-namely. "Pain in the Asteroids" -- well, a pain, I tell va", the camera in Banio-Kazoole wasn't near ly perfect, but it seems like a gift from the eads compared to the frequently skewed views of this game. The new Titanic level is a other stages. Graphically, the game's a mixe bag. Some levels are extremely sharp and No parries, while others me just blab. As expected of the cartridge format. Gex's collection of wise-guy one-liners has diminished dramatically. Yet he still spouts off just



didn't review the PlayStation version of ex: EtG, and after playing the N64 one I dad. On one end of the spectrum vi s 6c isn't a nomible game, but if you've

and so on. If you're go from the PS to the Nee (a to much better 3D action gar



ics and a choopy fra and music are according too loose. GT may have a decent or

potions, but that's abo











ay and poor co

dee is King. While it's too

don NEL on for the New is poly

and them the DC secretor Cou





ple of exceptions, N64 Bitz plays just like its

he best two-player games, too.) Its altra-fun

formula - simple gameplay mixed with over

he-top athletics - is fully intact on the N6.

spite the rare choppiness, the game a

looks phenomenal, with all the azimation

Crist

the colonor And Learly was to the

N6s Blitz looks exactly like the arcage

clays and sounds just like its coin-on

sis, but suffers some slight time

not unlike the PS version. Th

seems to be a lot of overthoown ma

Bast port of an excellent on

avoen't as frequent in the area

as you'd expect, this version has no

ne exception of the high-resolution graph

nes to hamper the Blitz fever, No. Biltz

de plays on Stitz 'on









ty cool, most of the character animation is really natural, and the size of Gotham City is awespine (since exploration is such a big part of the game). That's about it for the good stuff. What ir'rs me the most is how difficult the game is. It's not impossible mind you, but cinan he very challenging at times. Now usu ally that's a good thing but since Batman & Robin is no fun to play, the challenge turns Into annovance, Graphically Batman & Robin is decent, but often too dark. On top of this, the camera is terrible, swinging around for no me stationary in others so you have to con trol Batman from afar, I can't say I like the mostly attributed to the poor camera Suppore from edges and getting stuck in small rooms is far too easy thanks to the france places the camera policies in adfor, the fights are pretty large (due to con-

trol), and the enemy Al is terrible. If I was

fifthy righ with money laying around dike

Bruce Www.e for instance) | still wouldn't









### IS PLANE CRAZY.

Angone can fly a plane in the open skies. But only a razorsharp, thil-hungly speed freak can wing it at low altitude through a guntlet of casyons, cilifs and cily streets without becoming ground mate. Cosswide, doem defits and a posse of other insane pilots shooting power-downs up your fundalegment his to a rate to the flisheld so come hungry. Come low. come fast...

Or don't come at all.



### EXTREME AERIAL RACING









you get, the better they

Up to 8 pilets can race over LAW or HEATMET. Say equipment and face your obser's conformation

www.segasoft.com/planecrazy

in the second section, as an open occurred, Capation, the Capation I loss, MCH, MCK-MC in which lead they are speciments of Capation Restricts, in Price Capation Statements of the Restricts Like Plant Ching Calair D. 1888. The Section Statements is a section of the Park speciments of the Ching Capation Commission of the Section Capation Commission of the price capation Ching Capation Commission of the Microsoft Capationics The section is an a section and of the Microsoft Capation Commission Capation Capationics. The section is as a section of the Microsoft Capation Commission Capation Capationics.



decest graphics and different play modes

make for an interesting rorms, if nothing

more. Sometimes the game is a bit tediou

Both control and difficulty but overall I'm

pleased. Destroying crazed drug dealers a

insane crime lords is always a pleasure ()

Future Cop may seem like a mindless playting

game at first, but it turns into make a strate.

you blast as well as experiment with the vari-

sit experience. You'll need to think before

ous weaponry on each stage. On the down

side, the camera angles can't be manu

controlled and the scrolling is jerky at t

The toughest pill to smallow is that you h

o start over from the beginning of ou die. Challenging, but fue!

t in real life all the time). Kidding asid

Sture Cop is worth checking out

mom will probably go for it. The graphics are

imple, well-defined and extremely effective.

and the overall presentation is excellent. As a

etitive. Sushi nearly go

John D

ngle player game it's a fantastic experience

that will keep you booked for hours. As a

multiplayer some it's relationship threat

It warms my heart whenever I can sink my

teath into a good ouzzle game. Devil Dice

des to keep up to five of your pais (you

self included) busy for weeks. The premise of

ith the equivalent amount of connecting

the game (to match the face value of a die

lical is simple, but once you gut leto

has lots of originality and has plenty of

ficed) for winding too mu















ow graphics shouldn't matter much if a



n to the nearest enemy, but doing so als

ML is a short game if you rush through

it should last apout 20 hours it

nate the graphics, Mega Man's Canad

at no really hurserd me. There's of

ucks the big one, and the fact that you can

kip through story/talky bits is annoying. I

do, and you can make it last (read: drag)

iks to lots of subquests and we

of blob burges for this, but its lack of original

ty and grating childish humor and pres

in place, making you an easy.



d out to be surprisingly goo

The large and detailed players look great

along competitor NFL Xtreme look ancient

MV and extra voices are a nice add

th the player animation is sice, the

frame-rate is chunky-but this is o

able because the arcade game is so

would've preferred a play editor

in these regards (it's a to



strategy buff - this isn't the most Time

game out there, and the con-











(even though Ginger is still in there in all her

Clearly aimed at young, female Spice fans

(ournos) this is less of a game and more of a

ments. Mess up one of their tunes in a mixing

to the TV studio with a camp sounding direc-

stripped-down, humorless Palkagps with the

sure. Add to this a "multimedia" presentation

and you have the perfect example o

maments, their movie, and all sorts of other

shint product. Little girls gerow

will nay their parents rotten to get shold of

tor to put your video together, it's like a

of the Girls talking about embarrass

fand not mid 20-something, male games





TEAM LOSI RC RACER

you have money to burn. Team Losi RC Racer looks like something that should've come out on the PlayStation about a year or two ago. Maybe then people would've been repressed. Now, it's pretty much sub-sta dard graphically, except for the fancy effects that seem to surround your car at all times. I neve to admit, I had fun with Team Losi at first but the more I played it the more I realphysics model, whether it's registic or not is Your car constantly flips over, the camera gates to gain some speed or freeze the clock so you can regain first, but most of the time (perhaps due to the intense action or just poor use of colors) it's difficult to tell what color some gates are -specifically if they're blue or purple, or red or orange. The game's control isn't all that bad with analog. or a strange power slide that I had a lot of uble cetting used to. The digital control near impossible to get the hang of, so persone. Overall, pertion Team Lost for th















ireas would be a start). And I co

as is actually a pretty awful 3D action

me that's masquerading as something

original and different. Once you spend so

time with the dreadfully linear gamepay, the

mple objectives and the naff premise, you

alize that It's actually like a first-peneration

Station game with slightly better gra-

and a really stured name, i use the fa

at Rosco's hove seems to run or

ut the cheesy sound effects.















of them together using Roll's expertise. Some need only one part, while others

Found: Default weapon

sere are plenty of Special Weapons to collect, but you'll have to piece most This is your basic last-resort weapon. You have unlimited

The Special Weapons:

fortunately, the game still has the eea Man returns for a brand-new coowing they're there. The best way to ge sel of the old games. The game is pretty

he most out of Megaman Legends is to ay it at a casual pace.

This way you'll have much more precise shooting, and shooting over walls

The Bosses of Legends are a joke, Most Keep moving" is the amera can really pu pest tip for fighting he odds in your faw Again, use of the earn to turn and

players should beat them on the first try.

owered Buster Use: Cannon Kit

Mega-Power

Use: Motor, Propeller, Cleaner Found: Gameshow, Main Gate

Found: Cardon Gate

stares. Otherwise you can blast yourself. tame. Powerful and cheap to upgrade.

Use: Grenade Kit

Not really a weapon, you can use this attachment to

Use: Zetsabre, Penlight

this weaton is best used for the tank Bosses, otherwise

Use: Splash Mine Parts

Found: Junk Shop

A weak weapon that does an OK job of stunning the

Use: Blumebear Parts

walls in Closer Gate area.

Use: Book, Launcher, Arm Supporter Found: Closer, Main Gate, PD

If nowered-up, this is the best weapon in the gam-Found: Clozer Woods Use: Guidance Unit

see issue #c1 for a complete

KELLEGAMER

Use: Mystic Orb. Mariwolf Shell Found: Game Show, Clubhouse This isn't a weapon. It is good for quick protection, but it

isn't worth carrying compared to a gun. against moving enemies. Shield Arm

A more effective Grenade weapon. It's just hard to use

Grand Grenade Use: Bomb Schematic Found: Flutter

to find her and take her to the hospital. To find her, enter the Cardon Forest area (She's hidden in an

Save the Geocen's Wife

usband to receive the Sun-Light. The Downtown Bomb Scare

this will reveal that she works in the museum. Now clothes store for her lipstick. Give it to the Painter. ros can enter the building. On the second floor, uins. After you have placed the seven required he items are: Bone, Dall, Bone, Crystal Fossil, not a little etcl in a wheelchair and I meet in the the baspital needs money for technology for her

calating agents color. Then ask the clerk in the

alk to the Painter in UpTown. Tell her that her

Museum Cellection

alk to the Impector in the Police Department to Downtown area. There are two bombs for you to diffuse. One is on a raof, and the other is on the ground. Their positions are somewhat random.
Fredom them earns you the Mastissa and Basels.

he Case of the Lest Money

money. Talk to the gay, Then follow the clues to these areas in this order.

red hair outside the library and check the parbage can, The reward is the Arm Supporter Item. s, Electronics Store a, Bakery s, Library

telp the injured girl

will be \$5,000 Zenny. Then its will give you the

Newer Pearl Item. You can use this goodle to

Gameshows



The rewards are as follows: Beast games. These will reward you with

funiter will earn you the Zetsabre he prize is the Music Box. The



Reduces damage let Skater **Buickly around** 

> deaverbot tye, Antique Bell, Glant Horn. offer to give you the Prizes Crystal.

mother Buster part

### Trick of the Month Mission: Impossible

MANY DIFFERENT CODES

Telephone (b) Commercial Com-

Steens Talkering, Philippens, Pd.



Trickman

Having a desk job sometimes gets you out of shape and it doesn't help when you add a lot of bad eating habits. So, Trickman Terry is going to try the hard road of decent eating and exercise. We don't that the Trickman also needs to exercise his

brain (what's left of it anyway) by trying out new tricks and codes for the hottest games. Want to work out Terry's cranium? Send in your tricks, codes and cheats to the

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**G.Darius** 





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# Bust-A-Move 2 @







### NFL Xtreme (4)

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "Create Free Agent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

GEORGE GIRAFFE - The quarterback has a neck like a giraffe.

LAMEBOY LENNY - All players walk around like

BIGHEAD BOBBY - All players have huge

MONKEY MICKY - All players have huge arms. TINY TOM - All players are tiny.

You don't have to sign them on a team. Just leave them in the free agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

> Shawn Filippelli Scottsdale, AZ





change the stats on the side



### Game Boy Camera







# F-Zero X

ALL CARS, TRACKS AND DIFFICULTIES

Course Select Screen, a new set of ran

Screen, you will now have access to every whicle in the game!





in the Or bard A new Art.









### WWF War Zone PLAY AS THE TRAINER AND RIGHE

On the Main Menu Schen, press and it alt may take a few tries to yet a work). This will take you to the ament, where radden characters a modes are accessed after they were load. Here are two of the attent stands.

Wrestle as Training Mode with Go to Training Mode and from the screen where you choose wires!

ling Head Mode: the HWF title in Challenge Mode on the medium or hand difficulty leve in Bettish Russlang.





Mike Piazza's

### GameShark Codes

HIRE THE RESPECTATION

Withite Street, Section Co. efinite Shleids in the Infinite Shields for the

Sinly One Shot Recomme Get Out Of Jail Free

Extra Bonos Parille minite Pistol A efinite Machinegue GRANSTREAM SHE

All Star Baseball 99



AMEN ABBUTTORS TEAM

Streen, move down to the Scroll down until you

ferent, they will still have the same attributes as

a home run.

SHIRK META SEE STATE ABCBEFGH INIMBOPO STUVWXYZ

is this object to be designed.

P DESCRIPTION OF THE PARTY OF

Street antil you see that

### Strike Zone Alternate Skies

Enter L, R, L, R at "Today's Game Screen." Now enter Right-C, A, Z, Up-C, L,R, Z for alternate skies. Go to the "Today's Game Screen" and enter L. R. L. R. then press R. A. Z. B. A. L. L for Aluminum Bats.

Colorful Bats: Go to the "Today's Game Screen" and enter L, R, L, R Then: R, down, B, A, Right for red bats B, L, B, A, Crazy Ball:

Go to the "Today's Game Screen" and enter L. R. L. R. Now do this: Right-C. A. Z. B. A. L. L. Crazy Pitch:

Go to the "Today's Game Screen" and enter L, R, L, R. Now do this Right-C, A, Z, C-Up, R, B for Crazy Pitch. Enter the following code at the Title Screen to enable a credits option: R. A. Z. R. Right-C. A. B. Devil's Thumb Stadium

Go to the "Today's Game Screen" and enter L, R, L, R, Easy Home Runs: Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Press L, A, Down (D-Pad), R to always hit

Go to the "Today's Game Screen" and enter L, R, L, R.

Anthony Driver



Emable All Moves

terable All Moses Enable All Movem

sble All Mo

Tar C





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For a time county and an account on a service of any approximation of the service of the service

### Banjo-Kazooie

HIDDEN PUTTIES/SECRET **IMPEARANCE CODES** 



Bottles should speak and his hidden puzzie game. and once you do. Bottles new password (Note: After

ottles will say that there is one more puzzle to comthe passwords and what BOTTLESBONUS - Big head BOTTLESBONUSTWO - Big head and feet for Banjo BOTTLESBONUSTHREE - Bir

**BOTTLESBONUSFOUR - Tall** and skinny Banjo BOTTLESBONUSFIVE - Talk, skinny Banjo with big hands BIGBOTTLESBONUS - Big everything, including WISHYWASHYBANJO - The writch doctor turns Banjo into a washing machine.

To make these codes work the puzzle-letter room and stomping on the letters. You codes shown unless you gave you that actual code To deactivate any codes, go to the puzzle-letter room and type in NOBONUS









To get the codes to work, go



May through and win the

puzzies to gain new poores



Banja a very large head



Basic big hand; and fines











### Mortal Kombat 4

PROPERTY AND ADDRESS OF

Afternoon Commence

Tree Service

THE RESERVE

manifest (

The same of the sa 100













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# Trickman's Reference Guide











This guide is a reference to all the game codes printed within the last six months of EGM. Note: This does not include GameShark codes or any other codes that use a peripheral attachment, Look for the update in next month's Tricks of the Trade. Issue #107

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## N20



scotes the "enter code" option and even me following level passworth: revel ar Circle, X. X. Square, Circle, Square, vel ar Circle, X. Circle, Circle, Square,

and a Clark. A Clark. Holes. Service. S

Circle.

Cir

ver 14: Settate, Schaller State Stat

tizare, Square, X. Nel 19: Square, X. Chelle, Square, I here, A. R



In the middle of a game against

VR Baseball 99

Have the pitcher throw the



Throw to home plate and the

Make the second basesman run to the grass behind second be

Throw the hall back to



Formerly EGM2



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id Down on the control pad and press the

wees track, hold Z and press the A has Amerister Trucks - On the Truck























# Elemental Gearbolt Conte

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Chalice 3 - 1 is between the pinchers of that creature You'll want to use the regular fire weapon to set it.





Chalice 4 - 1 is directly above one of the spider creatures that you see after coming around a mountain. You'll want to use the regular fire weapon to get it.

To Enter: Send a legible photograph or a video tape showing the final Status Summary Screen from the Single-player Normal Mode of the PlayStation® game Elemental Gearbolt, along with a 3x3 card or paper containing your name, address, age and phone number to: Elemental GearboltTM Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001. For a complete cet of rules, prices, elegables, and restrictions send a self-addressed stamped equipped to Binkerself Execution Microbial Vibrania Designs, Stays Clear Creek Rose, Radding, CA. goldes, or go to membranised service on a new York Vibrania.





Chalice 3 - 2 is in the background before you make the final turn to the end Boss of the stage. You'll want to use the water





Chalice 4 - 2 is positioned to the right of the mountain that comes up after you see the first fairy crystal when facing the Boss. You'll want to use the scatter gun to get it.





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by Chris "Secret Turtle" Johnston chris Jehnston/Fad.com

### nal Word





### 3D Killed the 2D Star

a fixation on pumping up graphgamer standing in the store isn't he/she will buy/rent someone else's game, right? Gameplay so't tangible until the player sits down at home in front of the TV and starts level one. Even though graphics play a

still just a part of the entire experience As the current crop of game machines are replaced by bigger and better polygon pushers, one of the potential problems I see is a games look good yet forgetting about

play. Or, better yet. finding a good balance of graphics, When playing a lot of these 3D games you have to wonder which was a bigger provity-the look of story and gameplay.

came, I found myself Meeting of the Turtles at Matsuyama Castle, Japan. be one big lead-in to yet another CG cinema. On the other hand, I spent long which didn't have the graphics trump able to achieve a perfect balance Perhaps now that Square has gotten used to the addition of 3D CG to their storytelling, they'll get back to what made previous FF games so good.

in the '50s when TV began taking off, where you could show the audience what you could only tell them about before. For a while, most of those TV shows were just radio shows with a

huge three-dimensional worlds and unlimited exploration isn't really true Games still have a linear path you have to follow to get to the end-only now there's a lot more extraneous nonsense to find. like tokens or materia or keys or eggs, etc. That's the exploration

The great storytellers of our industry-Shiperu Mivampto (Nintendo). Team Andromeda (Sega), Kenji Eno (Warn), Hideo Kolima (Konami) besides being behind some of the greatest games ever made, these cre

ators and their teams use graphics to pull you in and make you a part of the front of you. Would called the previous graphics are a necessary and useful part

be any different if Konz Country-style Evolving from aD to 3D is a difficult

to take some time to do it successfully. Blockbuster games year or two. Where Mario 6s first introduced us all to what 10 can be in a platform world. Metal Gear Solid will show us what 90 can do to an action ime when used not just as "Hex. that's cool in 3D," but makes the game Gran Turismo cut his teeth working on Motor Toon Gran Prix before taking that experience and creating Gran Turismo, Just remember when looking old saving "Don't judge a book by its cover" has applications in video





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anticipated arrival in the United

This 8 million unit seller is finally making its way to our shores

Sonic Adventures (for the

Dreamcast), F1 '08, Castleyania 64.

We'll have great updates on

We'll have more Castlevania 64 news for you next month.

Sonic's back! The world's most popular hedgehog will be appearing in Sonic Adventures, one of Dreamcast's most anticipated launch titles. Check with EGM next month to get the inside scoop on Sonic's first

= 512000

November 1998

States. Find out why this little Game Zelda 64, Suikoden 2, Beavis and Boy cartridge is causing such a stir. Butt-head, Gex 3, Body Harvest and Also check out our second installmuch more. We'll also be continuing ment of our "How-to" series. We'll our extended coverage of the Saturn show you how to get your hands on import market and the hot arcade a bona-fide full-size arcade system! scene. Don't miss out.



### October 1998



This unsuspecting fool won't know what hit him...if you know what to hit 'em with-use the XG

128-Bit same

Deception II strategy guide

So you have made it all the way to Day 5 in Parasite Eve but can you last? With XG, you have a fighting chance

Expert Gamer continues its coverage on Parasite Eve with Days 5 and 6 next issue. We'll show you how to survive all of the monsters. including Eve herself! If you're tired of playing the hero, here's your chance to be the villain in Deception II. The XG guide will provide tips on the

better traps to ensuare the goodiegoods as well as how to develop the best monste Next, Spyro the Dragon has to help all his dragon friends who have been turned to crystal, and XG will be there with a level-by level walk-through and plenty of detailed maps.











Find out if Spyro the Dragon is as hot as his breath and lool for the definitive answer to the Madden 99 and GameDay 99 pigskin wars in OPMs in-depth reviews!

The October issue marks the first anniversary of the Official U.S. PlayStation Magazine, and to celebrate, we'll have a jam-packed demo disc that includes a PLAYARI F Metal Gear Solid demo that can't be missed! Not to be outdone, the magazine will be chock-full of good information, including a review of Sony's Soyro the Dragon, plus an in-depth strategy guide of the game. Also inside will be the most detailed comparison of Madden 99 and GameDay 99 you'll ever find, in addition to an up-to-date rundown on the PlayStation games that will be appearing on the silver screen





"Test Drive 5 is coming your. way and it looks amazing" -PSM Magazine

"The high resolution graphics will blow you away!" -PSExtreme

## FASTERLEHAR

Balls to the wall, hammer down street racing that'll have you If you like to watch, download the demo at www.

For a really good time, order direct by



28 real licensed vehicles — ultra-fast sports cars and souped up muscle cars = 17 real world tracks
 Killer high resolution graphics mode = 2-player split-screen racing = Shortcuts and alternative paths
 Ass kicking soundtrack featuring Fear Factory, Gravity Kills, Junkie XL, KMFDM, and Pitchshifter = 2-player drag strip racing
 Cop chase mode — you're the cop = More big crazy jumps, wild cop chases, cross traffic and racing mayhem











"Test Drive 5 is coming your way and it looks amazing" -PSM Magazine

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